IMPERIAL ARMOUR

VOLUME ELEVEN
THE DOOM OF MYMEARA

WARHAMMER

IMPERIAL ARMOUR™

VOLUME ELEVEN

THE DOOM OF MYMEARA

BY TALIMA FOX

Talima Fox

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INTRODUCTION

Hello one and all and welcome to *Imperial Armour Volume 11 - The Doom of Mymeara*.

If there are two forces in the Warhammer 40,000 universe that are the complete antithesis of each other, it is the Imperial Guard and the Eldar. The Imperial Guard is made up of billions of men and women from all corners of the Emperor's dominion, and with its serried ranks and near inexhaustible supply of tanks and big guns it can stand strong against anything that dares to defy it. The Eldar, in contrast, are the opposite of Mankind's massed might. They are a race significantly fewer in number, but when their armies march out to war, it is with weapons and war machines infinitely more advanced than anything the Departmento Munitorum could ever hope to muster.

So, if defending some distant part of the Imperium whilst commanding a massive Imperial Guard armoured regiment makes you want to reach immediately for your miniatures collection, or perhaps the destruction of this upstart young race holds a certain attraction, then *Imperial Armour Volume 11 - The Doom of Mymeara* awaits. Within its pages you'll find a fast paced, action packed story as well as a wealth of information on its protagonists to inspire you to replay the events in your own games of Warhammer 40,000.

In writing *The Doom of Mymeara* I have endeavoured to delve deep into the psyche of the Imperial Guard and Eldar and I hope you enjoy the result. There is war on a grand scale as befits the Imperial Guard but also weaved throughout the story are glimpses of the duplicitous nature of the Eldar mind, something which is utterly alien to us mere humans.

Should you want to refight events from this book in your own Warhammer 40,000 battles, we have provided information on its main characters and the new vehicles included, and for Eldar players you also have the added bonuses of both an Eldar Corsairs army list and a compilation of army list entries for the Eldar models previously released as part of Forge World's ever expanding range. As if that wasn't enough, at the back of the book there is also a Campaign section with new Warhammer 40,000 scenarios and Apocalypse datasheets.

And finally, as is traditional at this point, I have a few thank yous. Firstly to Forge World, and in particular Tony Cottrell, Owen Branham and Alan Bligh, for giving me the opportunity to explore the great intellectual property that is Warhammer 40,000. Thanks to everyone who helped with proofing and playtesting, and finally to the Studio guys, as well as Alan Merrett and John Blanche, for the amazing work that Warhammer 40,000 has become. I am very proud to have played a small part in its creation over the past fifteen years.

Now, enough of this malarkey, enjoy the book and go play some games of Warhammer 40,000!

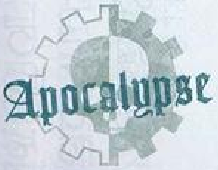
Talima

Talima Fox

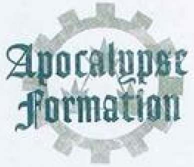
August 2011

CLASSIFYING THE ENTRIES IN THIS BOOK

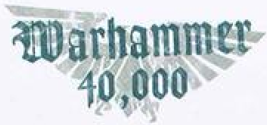
A large selection of forces fought during the campaign on Betalis III, both Eldar and Imperial. As part of this book we have included vehicle and unit profiles for many of them so they can be used as official additions to your games. Some of these units and formations are intended for use in Apocalypse games, whilst others are more suited for standard Warhammer 40,000. In order to make it clear at a glance which are which, you will find a number of 'stamps' used on the entries in this book. These are as follows:



1. Warhammer 40,000 Apocalypse Unit: Units with this stamp are intended for games of Apocalypse and larger games of Warhammer 40,000 where there is an agreement between players in advance to use super-heavies and other highly powered units.



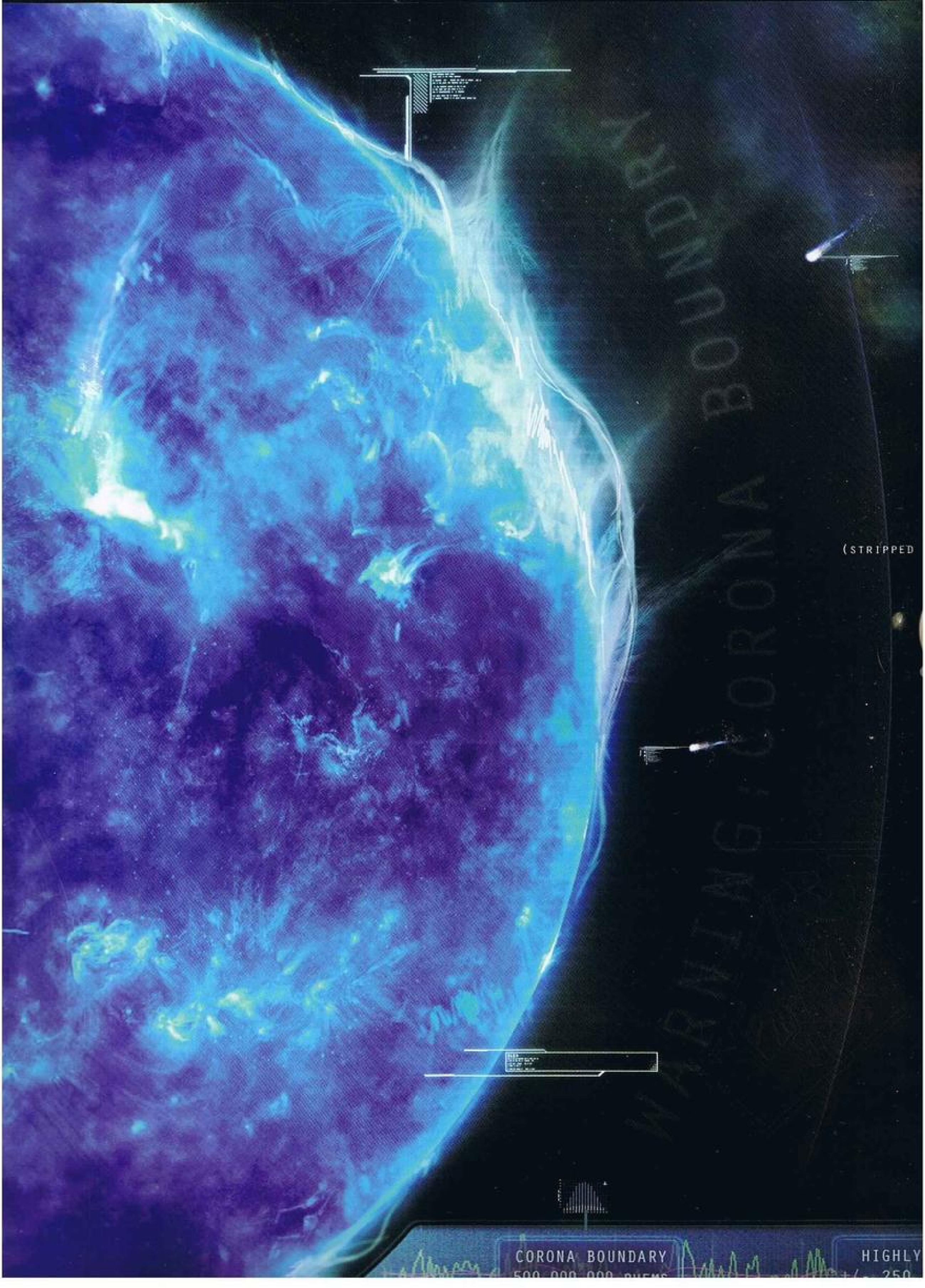
2. Warhammer 40,000 Apocalypse Formation: This is a special formation for use in your Apocalypse games.



3. Warhammer 40,000 Unit: This unit is intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and force organisation charts. As with all our models these should be considered 'official', but owing to the fact they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

Transmission Progress: 98% complete...
File Redaction: Removed – authorised by [classified]...
File access: Additional data extraction processes complete
Transmission Progress: 100% complete
File will remain accessible until revoked under Ordo Xenos mandate 35497/xii...

INQUISITORIAL REPORT: BETALIS SYSTEM CONFLICT


WARNING: CORONA BOUNDARY
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CORONA BOUNDARY
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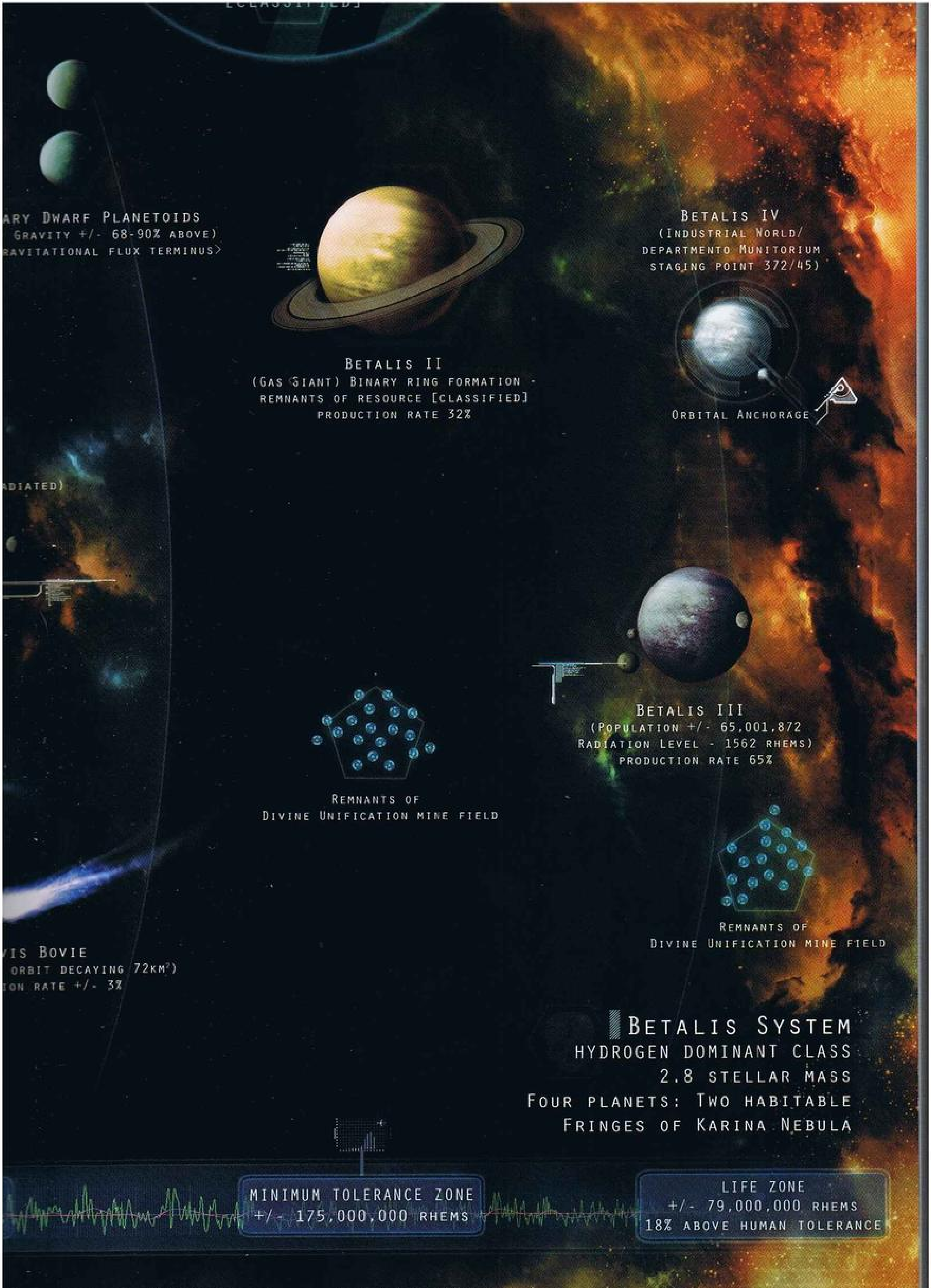
+/- 250



[CLASSIFIED]

ary Dwarf Planetoids
Gravity +/- 68-90% above)
ravitational flux terminus>

Betalis II
(Gas Giant) Binary ring formation -
remnants of resource [classified]
production rate 32%

Betalis IV
(Industrial World/
departmento Munitorium
staging point 372/45)

Orbital Anchorage

adiated)

Betalis III
(Population +/- 65,001,872
Radiation Level - 1562 rhems)
production rate 65%

Remnants of
Divine Unification mine field

Remnants of
Divine Unification mine field

vis Bovie
orbit decaying 72km²)
ion rate +/- 3%

Betalis System
HYDROGEN DOMINANT CLASS
2.8 stellar mass
Four planets: Two habitable
Fringes of Karina Nebula

MINIMUM TOLERANCE ZONE
+/- 175,000,000 rhems

LIFE ZONE
+/- 79,000,000 rhems
18% above human tolerance

BETALIS SYSTEM SURVEY:

Segmentum: Solar
Sector: Talis Munus
Sub-Sector: Caerulus-Primaris
Betalis System: 3 Dwarf-planets. 4 Planets - 2 Inhabitable (Betalis III and IV)
Binary star system: The primary star is a central massive blue giant, (luminous blue variable) at least 20 times larger than Sol and a million times more luminous. Massive amounts of solar material are expelled by the huge sun, scouring most planets in the system of their magnospheres and atmospheres, and creating a miniature local nebula – see the Betalis Dust Cloud.

BETALIS III PLANETARY SURVEY:

Population: 62,000,000 approx (human only)

There is no major population centre. Inhabitants are spread across the entire surface at mine bases, water processing facilities, herder stations, hydroponics works, chemical works, power plants, airbases and orbital landing fields and many other industrial facilities. Much of these workings are subterranean.

Climatic Phenomenon: Magnetic Solar Flaring: The planet's unusually powerful magnetosphere protects it from the vast amount of solar radiation thrown out by the huge blue sun.

Planetary Governor:
Jamuel Escava.

Economy:
Principle Exports: High quality iron-ore (large Magnetite, Hematite, Goethite and Siderite concentrations present).

Other useful chemicals extracted:
- Cyanogen extraction and refining, for use in chemical fertilizers on agri-worlds. Principal export to Levilnor system. Warning: toxic gas is colourless but gives off a pungent odour.
- Hydrogen Sulphate. Natural gas extraction for fuel.
- Ammonia extraction refined into ammonia compounds. Ammonia-based fuel, water purification, solvents, textile production.

Note: ammonia-based ice is highly unstable. At temperatures over -78°C it rapidly becomes liquid. At temperatures over -33°C it turns into gas. On Betalis III it is not unusual to find ammonia in all three states during the course of a day/night cycle.

Principal Imports: Manpower, foodstuffs, technology (sanctioned) and mining equipment.

Principal Locations:
- Military bases – Port Ryira. The centre of Betalis III's defence is known as Port Ryira. Originally a temporary base, it has grown into a sprawling fortified barracks, airfield, supply centre and training facility. Well defended by anti-aircraft weapons, razorwire, minefields and void shield generators.

History of Betalis III

Betalis III was discovered in the latter years of the Omniel Crusade as the Crusade fleet returned victorious from the wars against renegade worlds in the Saint Altus Constellation. Whilst performing a long range scan of the system, an explorator team from the Crusade vessel, The Divine Unification, discovered an ancient alien craft. Until xeno-survey teams could be dispatched to investigate, the Betalis system was deemed off limits to all other imperial vessels by Inquisitorial sanction and an area extending thousands of kilometres out from the system was seeded with mines. Confirmed to be of Eldar origin by the Ordo Xenos survey team sent to investigate, the craft was recovered from the planet for further analysis whilst the Betalis system was meticulously scoured by hundreds of thousands of servitors. Decades passed as the servitors performed their scans, but no further Eldar presence could be found. Concluding that the craft had been abandoned and its crew had left by other means, the Ordo Xenos contingent departed, leaving the ice blue Betalis star to once more drift alone in the depths of space.

So it would have remained had not others of the Imperium's great institutions cast their gaze upon it in their never-ending quest for resources. Although uninhabitable for the most part, the system was deemed to be rich in ore and other materials: rare elements from the stellar matter of its pale blue sun, heavy metals from the inner planets, and gas and ore from the outer worlds. The majority of the system was too toxic to support life but the two outermost planets – Betalis III and Betalis IV – were classified fit for human habitation.

Betalis IV was designated an industrial world and over the span of a century its surface was completely covered, both land and ocean, with thousands of forges, refineries and manufactorums; its location at the edge of the system saw it also become a staging area for troops being transported to and from the numerous war zones in the sub-sector and beyond.

The colonisation of Betalis III took less than four decades to complete. Fifty-seven million Imperial citizens were shipped en-masse from an over-crowded hive world, its name and location now lost in the continent-spanning halls of sector records that exist within the Imperium's vast bureaucratic divisions. As the colonists arrived, they looked on in wonder as their transports soared over hundreds of kilometres of unpopulated landscape; an environment the antithesis of the human-infested hive complexes they had left behind.

But any who dared to venture out onto Betalis III's surface soon succumbed to its treacherous sub-zero conditions or were driven mad by agoraphobia, the wide open vistas anathema to the cramped confines hundreds of generations of their families had evolved in. The workers also soon discovered that the so called 'brave new lives' they had been promised came at a hefty price, one they would have to repay first through generations of servitude, toiling away in the many mines already being dug deep into the rock of the planet or in the near suffocating heat and fumes of recently built massive smelting plants.

Some twelve generations later, their descendants are still restricted to the planet by Administratum mandate until their forefathers' massive debt has been paid off; the only legitimate means of escaping this familial toll being to sign up to one of the Imperial Guard regiments that form the world's Departmento Munitorum human tithe.

Extract from Exoplanetorium- Analysis and history of Talis Munys Sector

Date: 023894.M41/234
Facility: Terrum IV Refinery
Location: 378.610.689
Casualties: 52 injured, 9 dead
Status: Sub pipe 323b; junction 7 at 75% flow rate for two hours – now repaired
Conclusion: Chemical leak due to degraded valve

Date: 023894.M41/239
Facility: Alphaus Sulphur Quarry
Location: 399.485.421
Casualties: 78 servitor-techs currently inactive
Status: Toxic dispersion rate – 73%, repairs proceeding – 45%
Conclusion: Corrosion to exposed systems from sulphuric fume-fog

Date: 023894.M41/365
Facility: Alnitac Refinery (Gamma V arc)
Location: 683.750.122
Casualties: 1,410 confirmed cases of Crud pox
Status: Epidemic contained
Conclusion: Immolation of Hab-block 12 has eradicated outbreak

Date: 023894.M41/435
Facility: Aresta IV mine-forge complex – network tunnel Alpha three
Location: 789.692.089
Casualties: 42 dead – non-recoverable
Status: Facility operations unaffected
Conclusion: Ignition of Pyrmean ore vein during drilling of test shaft

Date: 023894.M41/436
Facility: Administratum storage facility – Blocks 4789/4799
Location: 099.851.053
Casualties: 29 minor injuries; 16 fatalities; 182 arrested
Status: Rioters dispersed with use of extreme force by local defence units.
Conclusion: 201.5 pairs of standard issue footwear amongst items reported missing following mass looting by general populace

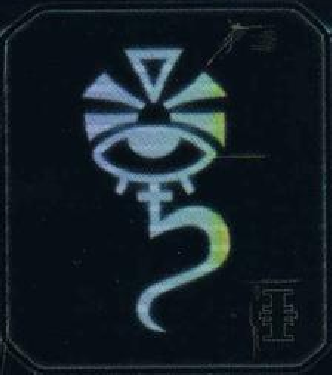
Date: 023894.M41/441
Facility: Molier Glacier Wellhead
Location: 218.858.372
Casualties: 58 fatalities
Status: 38.323 Boltzmann2 per hour
Conclusion: Overflow discharged into surrounding sump pits – currently 68% capacity

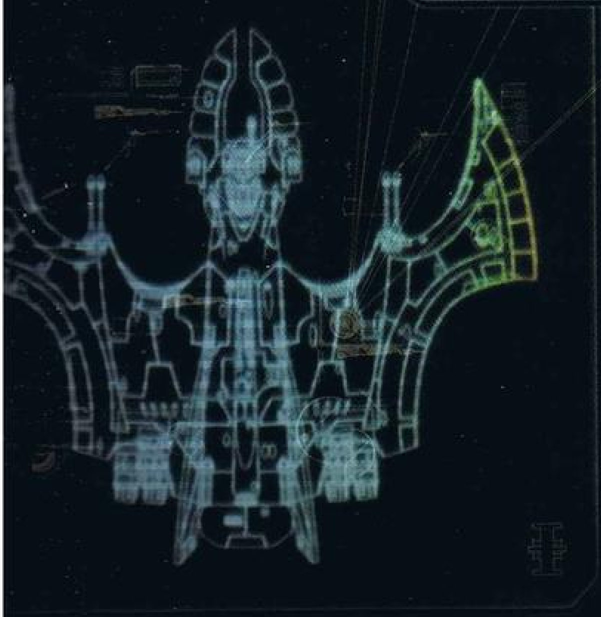
[*] confirmed the iconography on the hull of the vessel matches that of the Mymeara Craftworld] [*Classified - Theta III access required].
<23/439.M41> [Micro fractures caused by the dorsal macro cannon of the Adeptus Mechanicus research vessel Verbruggen's Fulcrum weakened outer armour of the xenos-craft enough for deuterium charges to rupture an opening sufficient for a Type VII explorator-servitor to enter] [Minimal damage to xenos-craft save surface charring] [Arcas field immediately raised around vessel to slow detonation initiated by craft's internal defence mechanisms] [4% of vessel in process of exploding]

<25/439.M41> [Assessment of craft hampered by continuing degradation of Arcas field] [18% of vessel now in process of detonating] [Aft debris field has extended 0.012m beyond vessel] [Temperature within Observation-lab 67 has risen by 72 degrees beyond human tolerance] [Explorator-servitor data now penetrating Arcas field – transmitting at <322 micro bytes/hour] [No xenos presence within vessel detected] [Estimated age of craft - >5,000+] [Internal systems consistent with Eldar technology] [Detection of bio-plastic materials confirmed]

<26/439.M41> [68% of vessel now in process of detonation] [Total debris field extends 12m beyond vessel] [Temperature within Observation-lab 455 degrees beyond human tolerance] [Crew evacuated] [Explorator-servitor data compiled – servitor destroyed four hours before final transmission received] [Image 12c - Panel 1 – drive systems identified] [Image 12d - Panel 2 – navigation systems identified] [Image 12e – 30% received – unable to identify] [Data forwarded to Mars data point for additional analysis as per Treaty 552]

Page 24/56



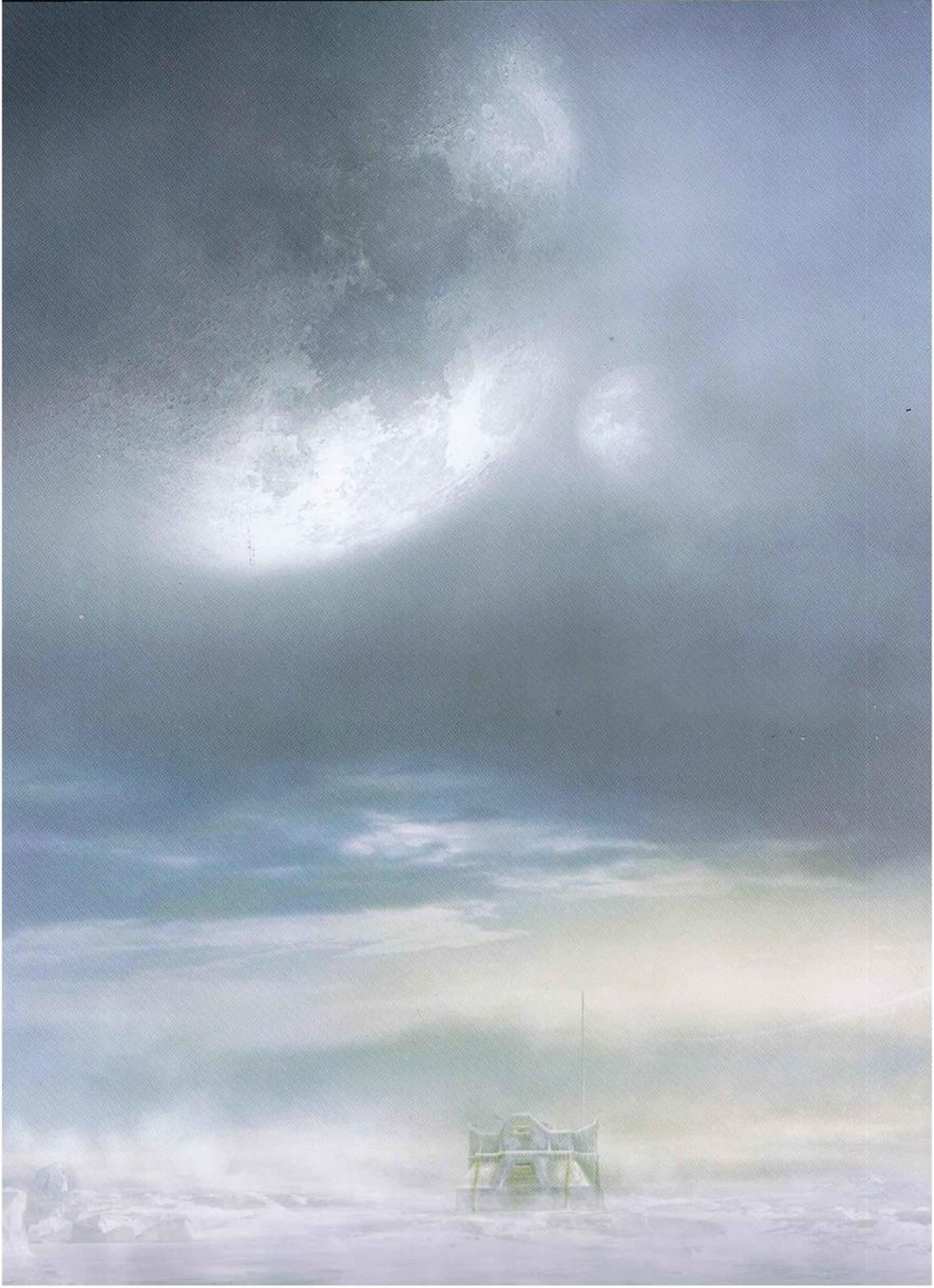


Source: Vega Research Station, Damocles sector
Transmission path: 0103110∞21012001∞40010201001
Transmission unit: tech-priest Mydeaus
Instruction: Redeployment to Betalis System
Initial entity: Inquisitor-lord Danzk
Authority: Offices of the Ordo Xenos

<Original message - Danzk>
Cease current activities and report to 327.238.123.234.

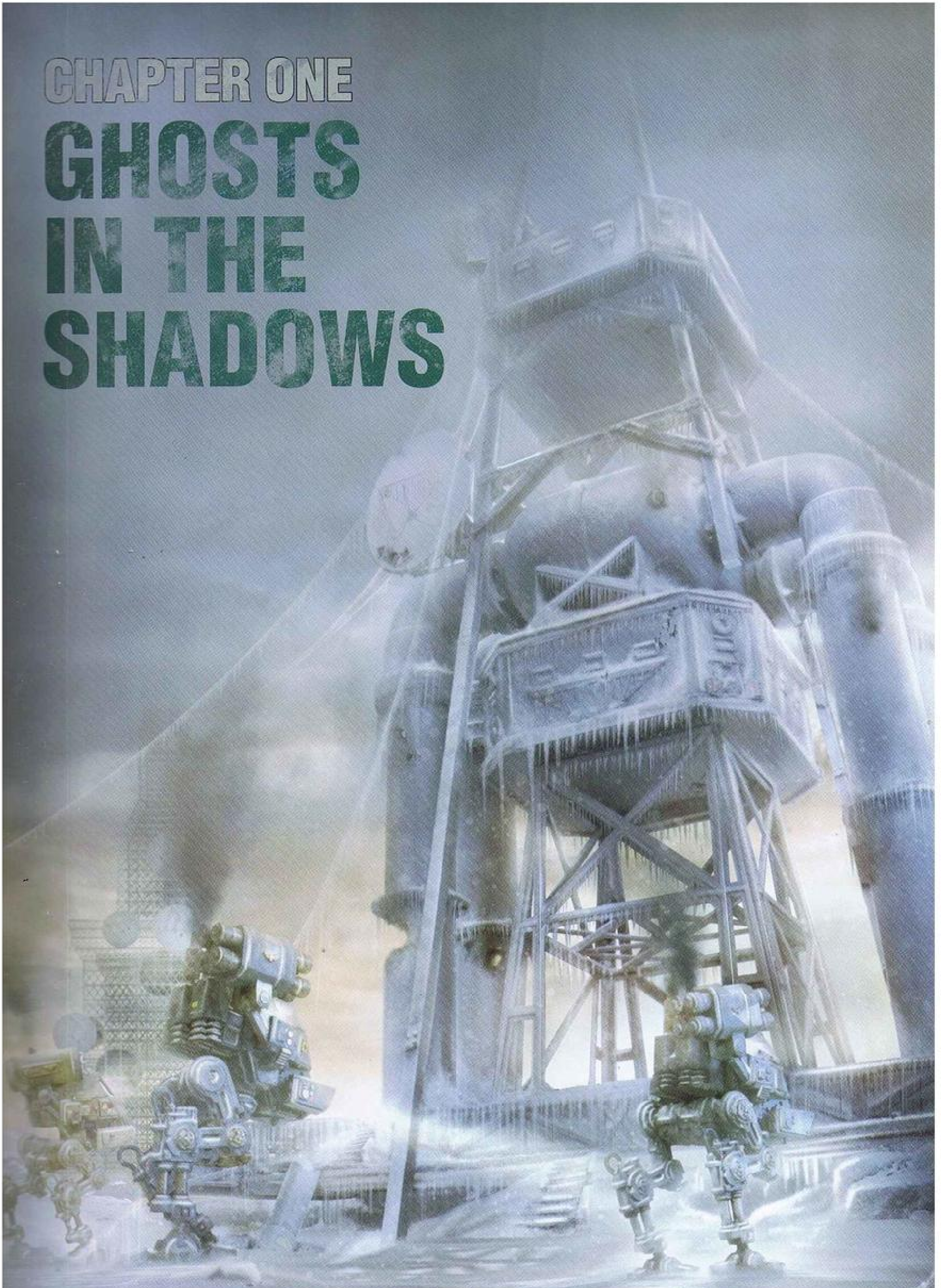
<Transmission unit - Mydeaus>
Confirmed. Redirecting to Betalis system. Estimated arrival 12 Terran days.

<END>



CHAPTER ONE

GHOSTS IN THE SHADOWS



The countless wars fought in the name of the God-Emperor and the galaxy-spanning Imperium of Mankind rarely begin with the deafening roar of a massed Imperial Guard artillery barrage or the earth-shaking footfalls of world-striding Titans. Most are simply heralded by the sound of a single shot or a desperate cry for help in the darkness of an uncaring galaxy.

The war for Betalis III began with silence.

OPENING MOVES

024894.M41

Located deep within the glacial fields of Betalis III's eastern continent, Relay Station NX87-04 formed part of the global surveillance network that kept permanent watch over the ice world's vast uninhabitable wastelands. That it had functioned without issue for centuries in such harsh conditions was a testament to the consummate skills of the Adeptus Mechanicus tech-priests who had seeded the planet with scores of such installations during its transformation into an Imperium mining colony. On the eve of its four hundred and fifth year of perfect operation the relay station abruptly ceased transmitting.

The logis-adept monitoring the relay station thousands of kilometres away at the planet's spaceport, Port Ryira, instantly went into cerebral shock and let out a soul-piercing scream; the sudden loss of data collapsing its higher brain functions which had been exclusively devoted to processing NX87-04's constant stream of tech-scripts and binary ciphers its entire life. Its death cry sent a shock wave through the living, breathing bio-processor it was physically and mentally connected to, rendering five other adepts catatonic and leaving vast tracts of the planet's eastern-most continent unmonitored until repairs could be affected and the damaged bio-components replaced.

On a world where temperatures had been sub-zero for millennia and lethal ice storms whipped up with little warning, the malfunction of NX87-04 was initially blamed on local conditions, and it was left to the trans-mechanic specialists of the Adeptus Mechanicus on-site to resolve the issue and revive the relay station's machine spirit. It was only when a Sentinel patrol from a nearby garrison was ordered to investigate the still silent facility two days later that the isolated relay station was found to have been attacked and destroyed. The frozen bodies of its massacred trans-mechanics were lain scattered throughout the station's charred remains, their horrific injuries consistent with those caused by monofilament projectile weapons. A report of the patrol's grisly discovery was immediately dispatched to Port Ryira and as alarms blared throughout the facility, the planet's defence forces steeled themselves for further attacks.

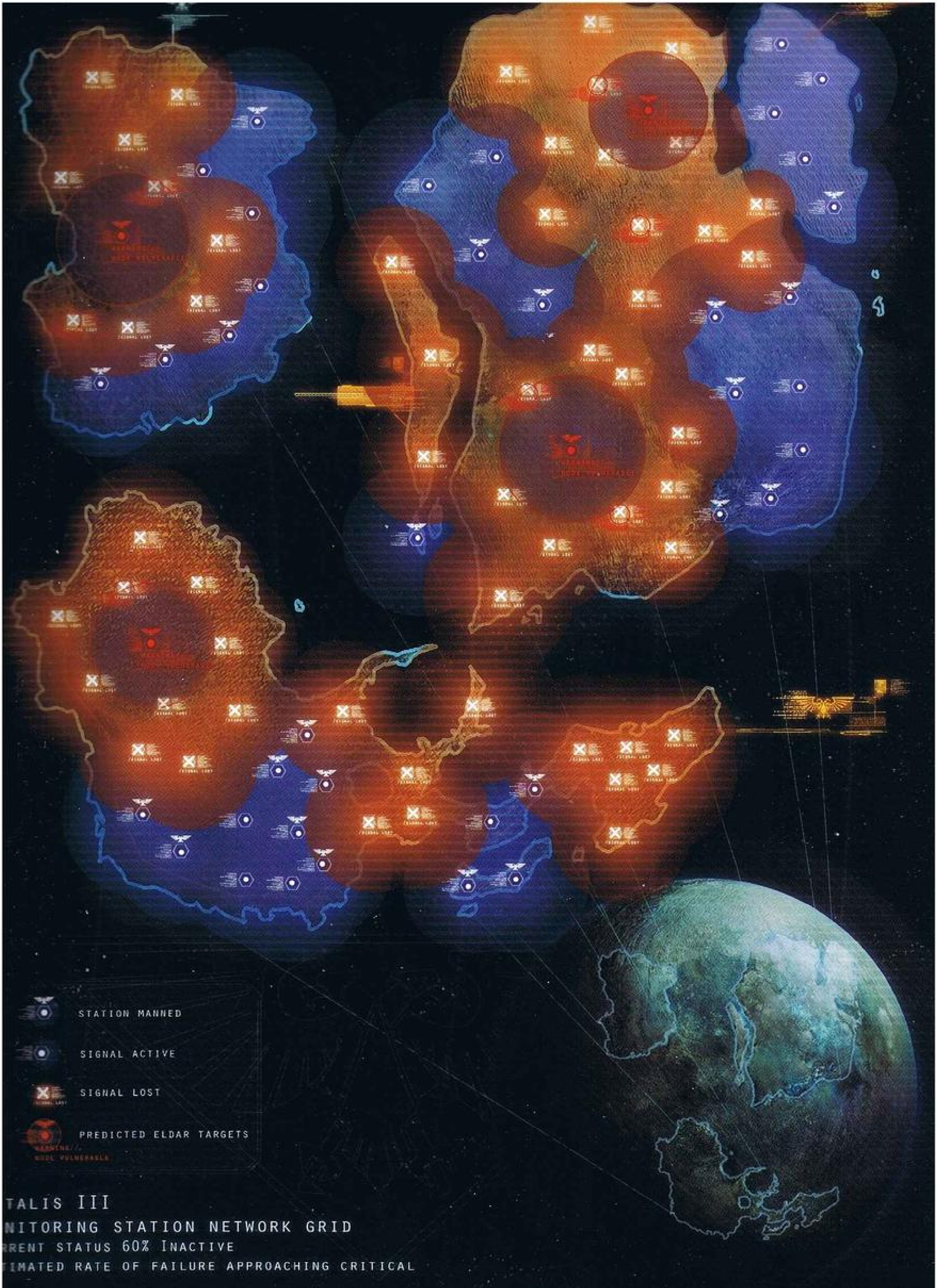
Over the weeks that followed the ice world's global surveillance network was targeted by more raids; each facility being attacked under the cover of darkness and with little, if any, warning. The motive for the attacks completely eluded Betalis III's Planetary Governor, Jamuel Escava, and the representatives of the noble mining families who oversaw production on the ice world. The planet was of little strategic importance and of only minor economic worth to the sub-sector.

Aside from the sixty-two million citizen-workers and their families living in settlements clustered around the planet's ore mines and refineries, and the fifteen thousand Administratum support staff based at Port Ryira, the planet was a desolate wasteland devoid of life. One of only two planets fit for habitation in the system, it was a stark contrast to the neighbouring industrial world of Betalis IV. Even the aristocratic families granted mining charters on Betalis III generations before by the Administratum rarely visited their distant dominion. Instead their will was imposed by hundreds of petty bureaucrats, prefects and stewards charged with meeting the planet's annual Administratum tithes and ensuring that every last bit of profit possible after that was ground from the planet's bedrock and the unfortunate souls who lived upon it.

The escalating raids were quickly attributed to the Eldar Corsairs that the system's Imperial Navy fleet had previously encountered in the Betalis system's outer asteroid belt and the Karina Nebula beyond it. The Corsairs, identified as being aligned to the Void Dragons cadre, had posed a serious threat in the past to the colonists of Betalis III, launching attacks upon isolated communities whenever the opportunity had presented itself. Regular patrols by the system's fleet had kept them in check in recent years, but it was now obvious from the increasing sightings reported by the crews of cargo transports travelling to and from the system that those circumstances had changed.

Meanwhile, on Betalis III, as the profile of the raids on the ice world differed little from the Corsairs' modus operandi, Planetary Governor Escavor dispatched his forces as he had done previously. Now though these were joined by men from the Cadian 6th Armoured Regiment, elements of which had been recently transferred to the planet to undergo hostile environment training. With their skills and experience, Planetary Governor Escava desperately hoped that, maybe, the fighting men of Cadia would put an end to this persistent problem once and for all.

Even with the aid of the vastly more experienced Cadian squads, hunting down the raiders was not as simple a matter as Planetary Governor Escava thought. As soon as a report of a raid was received, the Guardsmen were immediately dispatched in squadrons of Arvus Lighters across the frozen landscape. Of the raiding party though there would be no sign, only the destruction it had wrought upon yet another relay station or isolated outpost an indication of its passing. On the rare occasion there were survivors, they rarely provided intelligence of any use. Those that lived long enough to speak of their ordeal were terrified beyond rational sense, babbling incoherently about lights in the darkness before mercifully succumbing to their wounds.


STATION MANNED
SIGNAL ACTIVE
SIGNAL LOST
PREDICTED ELDAR TARGETS
WARNING//
NODE VULNERABLE

TALIS III
NITORING STATION NETWORK GRID
RRENT STATUS 60% INACTIVE
TIMATED RATE OF FAILURE APPROACHING CRITICAL

THE CADIAN 6TH ARMOURED REGIMENT

Betalis III's defence forces during the Eldar incursion were centred on the Cadian 6th Armoured Regiment. It comprised good quality Guardsmen, both battle hardened and well trained, drawn from the strong martial traditions of its home world.

Prior to its transfer to the Betalis system, the Cadian 6th had been a part of Army Group Pious, created to halt the predations of Waaagh! Ugblitz. The Ork warlord and its five year rampage through the Saras sector was finally defeated in a battle lasting well over a year. It saw millions of Guardsmen valiantly sacrificing their lives against the massive Ork horde that had been drawn to the war zone by the notorious warlord's previous victories. The Cadian 6th itself had been reduced to less than a half of its original strength during the conflict; a loss it was still recovering from when redeployed to Betalis III.

This horrific game of cat and mouse was to go on for weeks; the planet's overseers and stewards voicing their concerns ever louder with each attack, fearful that the situation would soon hamper their ability to meet the mining cartels' Administratum obligations. And so it might have continued had not greater military minds been watching events unfold on Betalis III from afar.

THE RETURN OF A WARRIOR

032894.M41

A month after the attack on Relay Station NX87-04, a shuttlecraft set down on the primary landing strip at Port Ryira. Onboard was General Myndoras Odon, commander of the 6th Cadian Armoured Regiment and a decorated veteran of over thirty campaigns fought in the name of the Emperor. Recovering from injuries he'd received whilst commanding the regiment in its successful defence of the agri-world, Saras VII, the General had abruptly cut short his rehabilitation, giving only two hours notice of his impending arrival to the now nervously waiting Planetary Governor Escava.

Striding past the fawning diplomats from the mining cartels that had hastily gathered to greet him, the General's first action was to reassume command of all divisions of the Cadian 6th garrisoned on the planet. Bowing to the General's superior military expertise, some might suggest almost too eagerly, Planetary Governor Escava put the planet's defence forces at the Imperial Guard commander's disposal.

Only a few hours behind the General's ship but already filling long-range pict-screens at Port Ryira was an armada of vessels, onboard which was the remainder of the Cadian 6th Armoured Regiment. Their headquarters had been temporarily based on the system's primary planet, Betalis IV, and the General had issued orders whilst en-route that they were to redeploy to Betalis III; his assessment of the situation was that events unfolding on the planet were serious enough to warrant their immediate relocation.

General Odon's long years of tactical training and battlefield experience had led him to conclude that the seemingly indiscriminate attacks were neither random nor the actions of opportunists taking advantage of what the General saw as a woefully poorly defended system; an abomination he would be taking up with the commanders of its Imperial Navy fleet forthwith. Each attack had been planned by minds infinitely greater than those they had been toying with, and were undoubtedly, in his opinion, part of a much wider initiative. Although none of the facilities attacked were directly connected, by plotting the raids and then projecting where the next one would most likely occur, General Odon had realised that a tipping point would soon be reached where Betalis III's entire global surveillance network would be rendered inoperative with the removal of just four more relay stations thousands of kilometres apart from each other. With the planet unmonitored, and units from the 6th Cadian Armoured Regiment and Planetary Defence Forces spread too thin across its surface chasing ghosts, the world would be utterly unprepared for the much larger invasion General Odon believed the attacks were a prelude to. Betalis III's custodians had been foolishly dancing to someone else's tune and General Odon had arrived to put a stop to it.

Knowing that time was a precious commodity he could now ill afford to waste and with not enough men or armament to protect the entire planet, General Odon ordered that all Imperial Guard and planetary defence forces be recalled from the less populated southern and western continents with immediate effect. This raised a heated storm of protests from the cartels' representatives who feared what would happen if they lost the total control they currently exerted over the belligerent population, still bitter over what they saw as the 'twisted' promises made to their ancestors centuries before. If the workers were not kept in check it was feared that riots would soon break out, affecting production rates and preventing the cartels from meeting the planet's stringent Administratum tithe.

But during times of war rarely do the priorities of the common man, their Imperial overseers and the might of the military concur, and whilst the cartels petitioned furiously for him to rescind his order, the General had far greater concerns. He believed that what they would all soon face was far worse than a barely restrained militant population or the Administratum's vast chapters of auditors and bureaucrats. General Odon suspected that whoever was behind the raids was already massing its forces in the unmonitored glacial wastelands, and should they gain a foothold on Betalis III, then the infinitely more valuable industrial world and staging point of Betalis IV would be their next target. Betalis III was nothing more than a stepping stone, in his eyes, to the indispensible strategic gem that hung in its heavens.

THE DIE IS CAST

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The decision to recall the Imperial Guard squads from the southern and western continents achieved far more than a storm of protests from the planet's prefects; it also provoked the enemy into action, something General Odon had been counting on.

As the last Guardsmen were shuttled back to Port Ryira, a cargo vessel flying supplies between the mining facilities on the southern ice plains of the continent was attacked and destroyed. Before his ship disappeared from Port Ryira's screens, the pilot relayed back a single pict-image of his pursuers. It showed two sleek craft clearly of Eldar origin; each with their weapons illuminated with an unearthly glow as they powered up to blast the cargo ship from the skies.

The message from the planet's assailants was loud and clear. The war for Betalis III had begun.

THE SEARCH FOR ARMS AND ARMOUR

Even with thousands of Imperial Guard regiments in a constant state of readiness, the wheels of bureaucracy within the Departmento Munitorum grind woefully slowly. The order for the Hammer of the Emperor to strike may not be issued for weeks, months or even years once a request for aid is first received as it makes its way through the seemingly endless chain of command. Those seeking assistance are therefore wise to look to their own defence in case they do not receive reinforcements in time or at all. Therefore, invoking his full powers as Consul Militant of the Betalis system, a position granted to him upon his return to active service, General Odon first issued a system wide decree that all resources, both military and otherwise, were now part of the building war effort. Attached to this decree was notice that anyone who dared to object would be swiftly transferred to the ranks of the Arbites penal battalion, charged as traitors for supporting the Eldar cause.

As the superior military force on the planet, the Cadian 6th Regiment would form the core of the army, but what the regiment delivered in terms of experience and ability it lacked in equipment. It was sorely in need of tanks and had only half of its usual complement available. The remainder had not yet been replaced after they were destroyed in the war against the Orks on Saras VII.

The Cadian 6th Regiment's officers first scoured Betalis III for anything with tracks and armour they could use. All of Betalis III's heavy armour, what little there was of it, was immediately stripped from the Planetary Defence Force and added to that of the Cadian regiment, along with its squadrons of Malcador 'Infernus' flamer tanks and Crassus armoured assault transports.

General Odon's next action was to gain consensus from the system's Imperial Navy commander that all non-essential flights be grounded on the planet to protect what little air support he would have to call upon during the conflict. The Imperial Navy's small defensive air fleet comprised little more than a squadron of Marauder Destroyers and another of Thunderbolts, with the majority of its 'civilian' craft being Arvus cargo shuttles and bulk transports. General Odon knew that the Eldar would first and foremost seek superiority in the skies before committing any ground troops. With little to match their craft in terms of speed or manoeuvrability, this would be a hard battle for the Betalis system fleet, but one it would participate in regardless.

Then the General's staff turned their attention to the colonists of the ice world. The Planetary Governor had been in the process of building up and training recruits to meet the planet's Departmento Munitorum manpower tithes. The recruits, men and women mostly drawn from the Planetary Defence Force and workers militia, had been given the temporary title of the 28th Betalis Rifles. They had virtually no equipment or heavy weapons, but had already undergone training with the Cadian 6th and were

considered battle ready. General Odon gave the order for their reassignment. These near-raw recruits had little experience but he needed the manpower. If nothing else they would free up more experienced Guardsmen from garrison and security duties. Their commander, Colonel Empteda, was a capable and loyal officer who had achieved good results in training the conscripts, and General Odon saw no need to replace him.

The search for more troops also led directly to the cells of the Adeptus Arbites. The life of the common man of the Imperium is rarely an easy one. War and disease take all too many from the Emperor's light too soon and those who survive will likely endure such hardships that each day is a constant struggle with little reward or comfort other than what they can take, whether willingly or otherwise, from another.

On Betalis III the descendants of the original colonists survived their grim existence with their ancestors' bitter hatred for their overseers bred deep into their psyche. With absolute control over their lives, the cartels' enforcers made sure there was little time between work shifts for them to dwell upon their discontentment. Still though, tempers regularly ran high and even minor scuffles or disagreements frequently escalated into riots among the general populace, and the swift, harsh penalties dealt out for even the smallest infraction meant there was rarely a cell empty in the many Arbites compounds on the world. It was to these that the General's staff turned next, and each prisoner, regardless of his crime or sentence, was armed and given the chance to redeem himself.

The final addition to the burgeoning defence force was the primary mining cartel family's personal guard. The absent cartel family's representative on the planet, Lord-steward Vlaar, was a practical man, who recognised that the sooner the Eldar threat was removed from Betalis III, the quicker normal operations would resume. The cartel's personal guard consisted of a thousand troops granted for ceremonial duties and protection should the members of the noble mining family who owned the Administratum mandate ever visit. The guard looked smart on the parade ground and had their own squadrons of Leman Russ and Chimera, but like the Betalis 28th had never seen any combat action. The General's staff took them any way. In return Lord-steward Vlaar lobbied for and, to the surprise of many of the rival cartel families' representatives, was given the rank of colonel.

Having exhausted what Betalis III could offer, the General's staff then turned to other sources of manpower. Neighbouring Betalis IV, also now on high alert, was currently the staging point of the Vaust 14th Armoured Regiment. The Vaustian commander was ordered to turn control of the regiment over to the Cadians; theirs was the senior force and the needs of the Betalis system overrode his previous orders. The regiment comprised men conscripted from Vaust's hive gangs and workers, and although they lacked the Cadians' tradition of service and sacrifice, the regiment was well-equipped with Chimeras and Leman Russ. It also had a heavy tank company of ageing but fully-functional Macharius battle tanks. These would be essential, especially as the Cadians had little in the way of truly heavy armament, just a few surviving battle-worn squadrons of Baneblades, Stormblades and Shadowswords.

A flotilla of vessels used by the mining cartels had already been prepared for the regiment's immediate transfer when its young colonel, in command of the regiment through nothing but sheer fluke of birthright, sent his response. Although he sympathised with the predicament that General Odon faced, he would not deviate from his original orders until sector command sent new instructions. The Vaust 14th would stay on Betalis IV. A skirmish on some backwater planet was not part of the Vaustian colonel's current concerns.

THE INTERVENTION

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The defiance of the Vaust 14th's commander ended with the arrival of Inquisitor-lord Hestaphus Danzk at Port Ryira. The Inquisitor-lord, an agent of the great institution of the Ordo Xenos, swept into General Odon's command room unannounced and unchallenged. Accompanying the Inquisitor-lord was his retinue: three Cadian Guardsmen, an Adeptus Mechanicus Tech-priest upon whose arm perched a huge black bird, cables from the implants upon its skull linking it with its creator, and two Ogryns. Dragged unceremoniously between the two megalithic thugs was the pitiful sight of the young Vaustian colonel, all evidence of his former rank ripped unceremoniously from his soiled uniform.

Ordered by his superiors to investigate the growing reports of Eldar in the system, Inquisitor-lord Danzk had been enroute to Betalis III when he had intercepted the young colonel's complaints to his commanders regarding General Odon's orders. Diverting to Betalis IV, Danzk had arrested the Colonel and his entire command staff, and sentenced them to serve in the newly formed Arbites penal battalion until the end of the war.

The Vaust 14th Armoured Regiment was immediately redeployed to Betalis III and within days their Leman Russ, Chimeras, Macharius and Ogryn Auxila Company were reassigned to reinforce the Cadian squads. Some of the Cadian 6th Regiment's officers were also distributed throughout the new regiment's ranks, replacing the inexperienced officers drawn from the hive world's ruling families with much more experienced Cadian sergeants and veterans. Commissars were also posted amongst the platoons to quash any dissent with their customary finality.

As well as providing a solution to the army's lack of ground troops, the Inquisitor-lord had also called upon other resources, some even the new Consul Militant did not have access to. Also in the vicinity of the Betalis system was a convoy destined for the Yarant system, containing a Titan transport of the Legio Gryphonicus – the War Griffons. General Odon forwarded an astropathic request to the War

Daetalus Astara, first son of the 321st House of Vaust and Colonel of the 14th Vaust Armoured Regiment, looked down disapprovingly from the balcony of his temporary quarters as his regiment lined itself up on the make shift landing strip parade ground. Already amongst them he could make out his new 'advisors' poking around. Recently posted to the regiment they had done nothing but criticise and lecture him since their arrival, babbling on about the need to better train his men and follow the tenets of the Tactica Imperialis. He had considered their comments to be both insulting to one of such noble birth as he and also a complete waste of his time. No, he would not listen to these 'advisors', nor would he listen to that old fool who had just begged him to bring his army to Betalis III. Colonel Daetalus had decided to follow his original orders. They sounded more interesting than fighting against some race called the Eldar he'd never heard of.

It was then he saw that damned mangy bird again. The evil-looking creature had been flying around the regiment's temporary barracks all morning, and he was beginning to feel like it was following him. It reminded him of the spire-vultures back on his home world of Vaust. Black as night and a nuisance to all and sundry, he had attended many hunts to rid his family's territories of their disgusting presence. Now here was some degenerate blood-cousin of theirs picking and fidgeting at something in its feathers at the far end of the balcony, but keeping one beady, bright green eye fixed on him, although Daetalus could have just sworn that it momentarily switched to black as it blinked. Suddenly the bird stretched out its massive wings and flew straight at him. In a blur its talons slashed and clawed at his face and it was all he could do to protect himself. Dashing for the door, Daetalus slammed it behind him.

The nightmare though was far from over. Against the far wall of the room knelt his command staff, hands on their heads and gazes focussed intently on anywhere but the lasguns trained on them by men Astara did not recognise as his own. Across the office stood an old man intently studying the Betalis system map that hung on the wall there, pointing out features upon it to another, hunched and half his height and dressed in a rough, brown cloak and robe. Daetalus Astara, first son of the 321st House of Vaust and Colonel of the 14th Vaust Armoured Regiment had seen enough.

"Who in the name of the Sk..." Astara began, the unmistakable sound of lasguns preparing to fire on either side of him instantly silencing him. Astara paused and risked turning his head first one way and then the other, finding himself staring down the wrong end of a lasgun on either side. A subtle flick of the second gun barrel indicated he should return his gaze forward.

The man, an ancient figure with skin the colour of grox-leather, was staring straight at him. As he dismissed his companion, who scurried out the far door, it suddenly dawned on Astara who the old man was and more importantly what he represented. He wore a floor length robe unmistakably decorated with symbols that Astara had only seen in the highly classified briefings on the Tyrannic Wars his regiment would soon be shipped off to. The man was of the Ordo Xenos; he was an Inquisitor-lord.

It was his eyes though that then gained Astara's full attention as the venerable man strode towards him. They were not the rheumy eyes of the old, instead they were a metallic silver and like the bird's, his irises were a brilliant green which flicked to black and back again when he blinked. Only once he was standing directly before Daetalus, did the Inquisitor-lord finally speak.

'Daetalus Astara. First son of the 321st House of Vaust and Colonel of the 14th Vaust Armoured Regiment, I am Lord Hestaphus Danzk, Inquisitor of the Ordo Xenos.

You are charged with disobeying the direct orders of a senior officer and purposefully withholding a regiment of the Emperor. I have found you guilty on all counts. You will now suffer for your sins.'

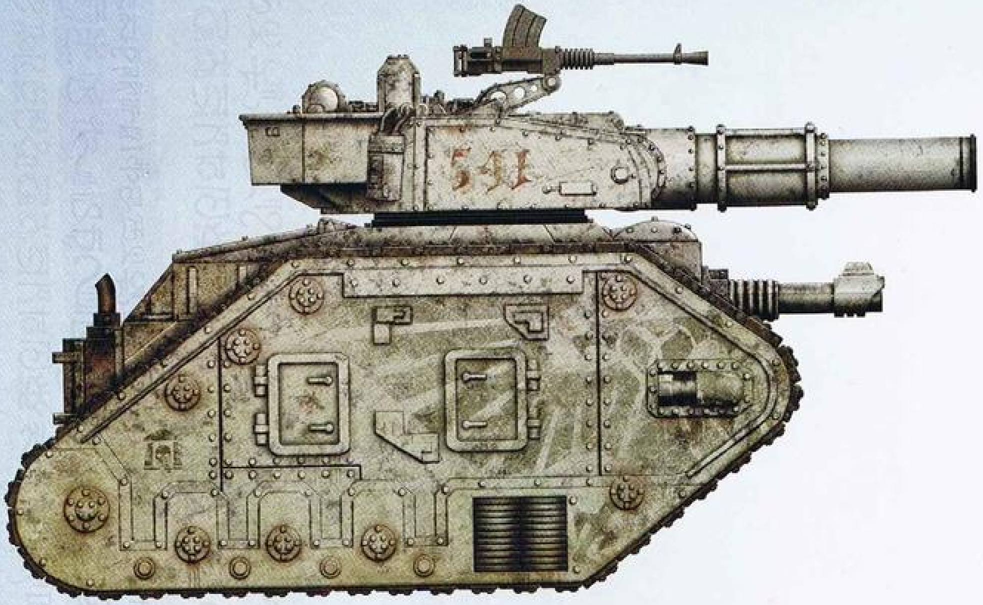
Griffons home world requesting its temporary reassignment. The request was approved and in addition a strike force of Elysian Drop Troops accompanying the convoy was also diverted. The Elysians, under the command of a Captain Isarta, would provide their own airborne transports and form a mobile reserve for the defence force. Enroute to the system Inquisitor-lord Danzk had also petitioned the Space Wolves Chapter for aid. There had been reports of their presence in a neighbouring system, and if the Space Marines heeded the call for reinforcements, then their added might would see a formidable force assembled for the defence of the planet.

With all available options exhausted and the Eldar Corsairs now openly mounting daylight raids on the other two continents, their populations left to fend for themselves by the order of the General, the Betalis III defence force was split into three battle groups.

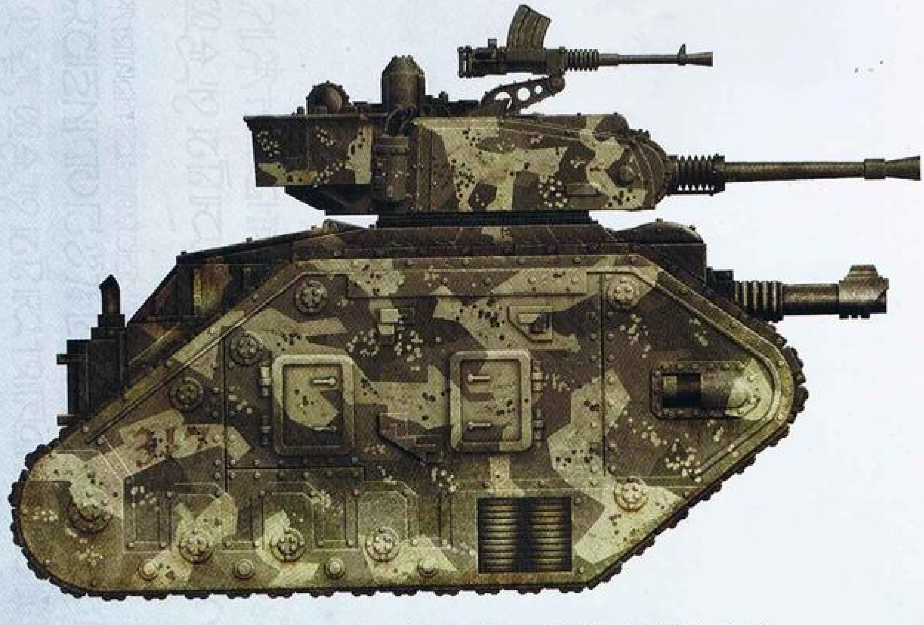
Colonel Empteda would take command of the first. His battle group was ordered to immediately head to the Bregan Glacier. The glacier loomed over the entrance to the Tarundor Peninsula, and if it were to fall into enemy hands then movement on and off the peninsula, where the Imperium's forces were based, would be severely restricted. It was essential that it was in Imperial hands before the war began.

Meanwhile, the two other battle groups would remain on alert at Port Ryira. Only when the full scale of the enemy's forces and its intentions were absolutely clear would the largest battle group, led by General Myndoras Odon, deploy. The last of the three battle groups, commanded by Colonel Vlaar, would remain at the space port unless the deployment of its reserve forces was deemed absolutely necessary.

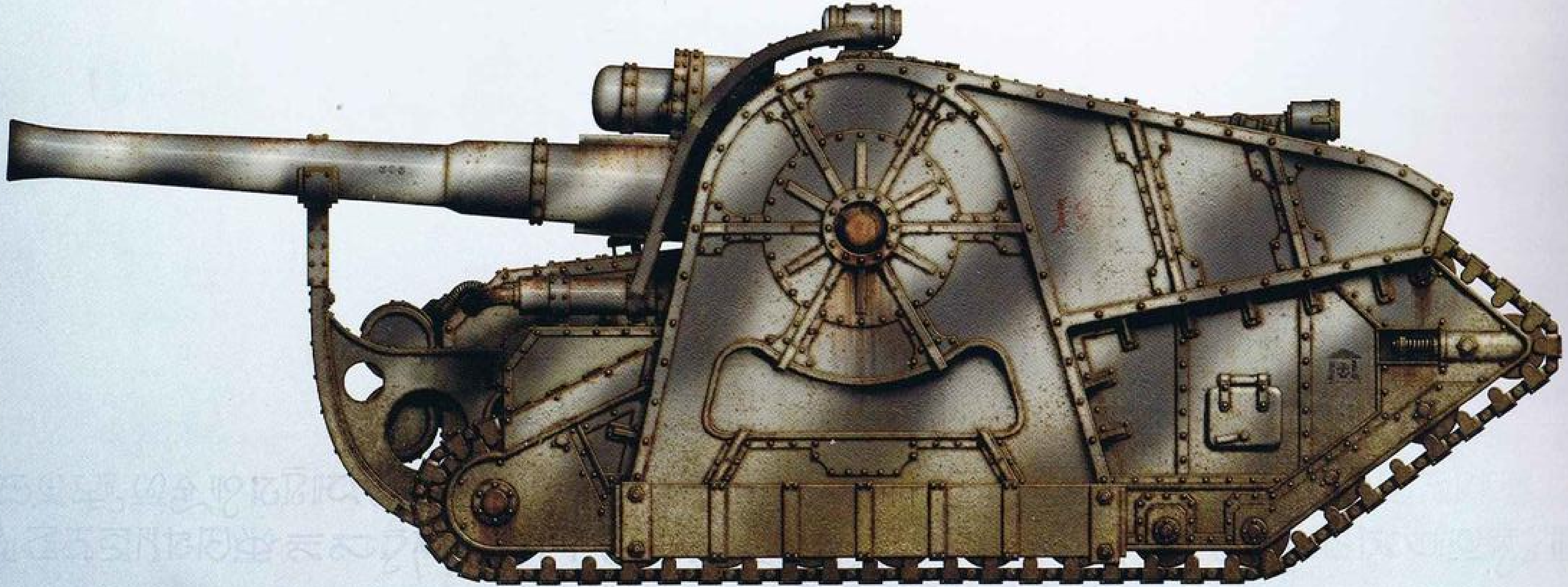
Until that time, the defenders of the ice world of Betalis III prepared for war.



Ryza Pattern Leman Russ Battle Tank. This vehicle is typical of the Imperial Guard armoured support units attached to Company Retribution during their deployment to the Tormus Delta.



Modified Ryza Pattern Leman Russ Exterminator of the Vaust 14th Regiment. The Exterminators' primary autocannon armament proved particularly effective against fast-moving Eldar skimmers.



Minotaur Super-heavy Artillery Tank. Several ancient vehicles of this type were stored within the Betalis system's defence armouries and diverted to the use of the Cadian 6th Armoured Regiment for the duration of the conflict.

ORDO XENOS **DEPARTMENTO ANALYTICUS RECORD**

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File: 99874322/x3 – EPN31953
Date: 475748.M41
Author: Adept Fortunas, 3rd rank Xenos-cartographer
Jurisdiction: Pious system
Title: The Karina Nebula – Fable, Folly and Foolishness

The Karina Nebula has presented a perplexing mystery to those of our Order since its discovery. It is a celestial anomaly, one that few scholars would dare risk their reputations on and for which only one theory for its existence has ever been officially submitted. Unfortunately very little of the Logistician-general Alberas Karina's work has survived and we are unable to validate his hypothesis due to his untimely demise, brought about by agents of the Ecclesiarchy.

Once a celebrated logistician-general of the Galactica Collegae, Karina's previous work on nebulae had brought eminent prestige to the institution. However when he began his analysis of the Betalis Dust Cloud, the scholar developed a near fanatical obsession with the folklore of its surrounding civilisations that affected his mind so greatly he retreated within his study cell and appeared so rarely that some of his peers began to think of him as dead. When he finally did reappear, the scholar declared that he had solved the mystery of the Betalis Dust Cloud, proclaiming to all that would listen that within it was a colossal alien craft drawing forth the star's celestial matter to shroud and mask its location and identity.

When challenged by his horrified colleagues, concerned that he was risking not just his reputation but also perhaps his life and theirs having already drawn the Ecclesiarchy's attention with his wild claims, Alberas explained that the answer laid in the region's mythologies.

Some, he had found, mentioned a time when the constellations had disappeared one after the other from their heavens, only for them to return again days later as if something immense had passed in front of them. They were not alone and there were many similar tales amongst other civilisations in planetary systems for light years around them. But it was the apocalyptic mythology he stumbled upon in a series of ancient Imperium trader logs regarding five civilisations in the same solar system which had confirmed his suspicions. Their populations feared that one day what they referred to as the City of the Sky Gods would return; a heaven-bound vessel so large it had blocked out their sun and caused massive earthquakes which threatened to wipe out their primitive societies.

Believing that the texts he had found described the voyage of a massive xenos star-vessel, Alberas plotted its segmentum-long route and found that it led to the exact centre of the Betalis Dust Cloud. On the verge of potentially one of the greatest discoveries of his career, it was then that Alberas made his fatal error. Presenting his theory to the Colleage's faculty, the logistician-general compared the technological achievement of the alien race to the miracles performed by the greatest saints of the Imperium and even the Emperor himself. Enraged at what they considered absolute blasphemy, Ecclesiarchal representatives present at the meeting seized Alberas and charged the entire Galactic Collegae faculty with sedition for harbouring him.

Determining that only the Emperor's holy fire would cleanse the Collegae of its crimes, they burned its hundreds of buildings to the ground. Twelve days later when the last embers from the fire storm had died, of its hallowed halls and wise scholars only ash remained; Alberas Karina just one amongst the missing hundreds of thousands.

Without his research, we are therefore unable to verify whether Karina's claims were those of a genius or a madman. The few explorator teams who have attempted to explore the nebula have been unable to penetrate far within its hazy layers, most being forced to retreat due to their vessels experiencing systems failures once within the toxic cloud. Others have simply never returned at all.

DATE:
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SUMMARY: See also File ref 38479234 95/xdf – Interrogation of Heretic Karina. Intercepted mid-transmission, Artemus Relay Facility, Martyrs Drift.

CHAPTER TWO

The Silence Ends

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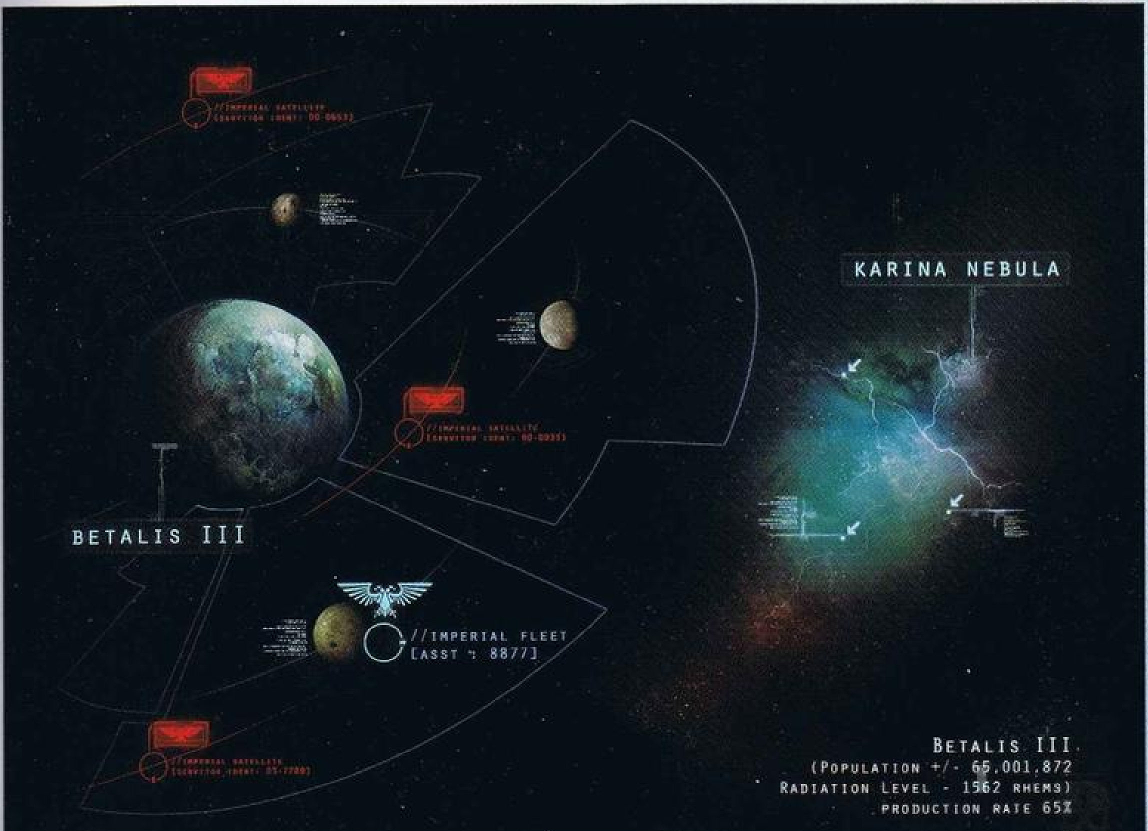
The colossal blue star of the Betalis system was an ancient traveller. It had passed across the western spiral arms of the galaxy for billions of years trailed by a ghostly shroud, and had figured in the myths and legends of the region in many guises. To the worlds of the Pashek Consortium it was the all-seeing eye of a terrifying cyclopean god that constantly watched and judged their every move. But to the Bad Moon Ork warlord Gobteef Fangmaw, it had been a huge sparkling jewel dropped by the Ork god Gork (or possibly Mork) himself. Driven by his insatiable greed to possess the star-sized gem, the Ork warlord had swept across the sector at the head of a gargantuan Waaagh! millions of Orks strong; his murderous rampage only being halted when he was slain by a rival Goff Ork warlord.

To the Imperium the Betalis star was none of these things. What they found instead when their survey ships examined and catalogued it was just another seething ball of plasma and radiation like so many others within the Emperor's domain. The star was nothing more than a minor sun that had been spewing its stellar matter out into the voids of space for millennia before it converged together again in a vast cloud of star dust nearly a light year away.

Known as the Karina Nebula, the Betalis Dust Cloud or simply EPN31953 by Imperial xeno-cartographers, to the Eldar the hazy expanse was the Maiden's Veil. Nothing more than an insignificant smudge on the star charts of the Imperial Navy, to the fathomless minds of the Eldar it was a place avoided by those few who lived upon the Craftworlds who were privy to its terrible secret. But for the young Eldar who sought a life free of the restrictions and constraints of the Eldar star palaces, it held no such fear. Instead for millennia it drew them like moths to a flame to join other such outcasts of their slowly dying race within its gossamer veil, and where now a massive Corsair fleet was massing in preparation for its assault upon the Betalis system.

EYES WIDE IN THE WILDERNESS

The destruction of Betalis III's global surveillance network by the Eldar Corsairs put General Odon's forces at a serious disadvantage. Without it vast stretches of the



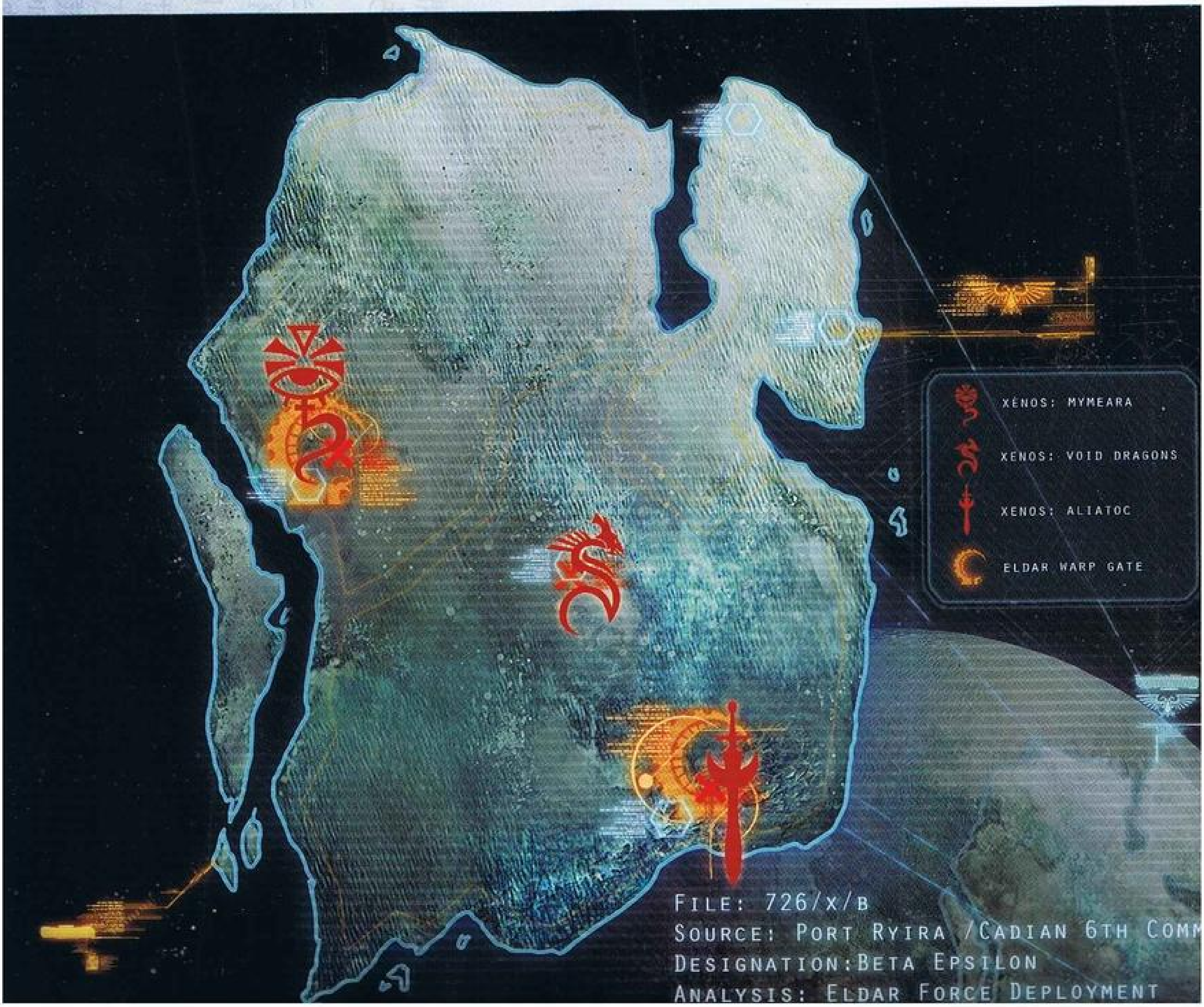
eastern continent could not be monitored, nor could they rely on assistance from the orbiting Imperial Navy defence platforms. The platforms' sensors had been designed to penetrate the highly reflective stellar matter that poured through the system from the Betalis sun. It would require many days of delicate recalibration by tech-adepts before they could be refocused on the planet, let alone provide images of sufficient quality for the battle groups' commanders to use.

Again Inquisitor-lord Danzk provided the solution. Amongst his retinue was an Adeptus Mechanicus tech-priest, Mydeaus, whom the Inquisitor-lord had rescued over thirty years before from a Chaos cultist uprising on the hive world of Hemisphere. With the relay stations and power systems of the surveillance network damaged too far beyond even the tech-priest's ability to repair by the Eldar raids, he set to work on an alternative. Working without rest for two days and nights, the tech-priest put the now redundant monitoring system at Port Ryira to a new purpose. From its bio-mechanical components he created scores of surveillance servitors, mostly static devices but some even capable of low level flight. These were then distributed to key locations across the eastern continent by the Inquisitor's retinue; the three Cadians and tech-priest facing the very real risk of discovery at any moment by the increasing patrols mounted by Eldar jetbike squadrons.

Within hours of the last of the devices being activated, the full scale of the Eldar incursion was realised. Monitoring the feeds from the servitors on the banks of pict-screens in his command Chimera, Inquisitor-lord Danzk informed General Odon that the defenders of Betalis III faced not one but two massive Eldar battle host.

THE BATTLE FOR THE BETALIS SYSTEM

The early warning systems on the *Watchful Saviour*, Betalis III's primary orbiting defence platform, burst into life as the Corsair armada crossed into the system's outer reaches. As one the dour robed figures of its choir rose up from their ornately carved wooden stalls and began to chant the *Canticle of the Observant Son*; the low droning call to arms



a sombre contrast to the shrieking sirens that had also been triggered by the approach of the enemy ships.

Far above them in the *Watchful Saviour's* towering spires, its gun crews prepared for battle. Scores of Imperial Navy indentured workers heaved the platform's massive macro cannons and lance weapons forward into their firing positions; the bundles of chains they hauled them along with cutting deep into their hands and shoulders as they strained with the mammoth effort required of their task.

Many levels below, deep in the core of the platform, Adeptus Mechanicus adepts blessed the workings of the station's plasma generator, the long black filaments of their electro-brushes smearing holy oils and unguents thickly upon its age-stained cogs and arcane gears. Then, only when they were satisfied they had bestowed upon them sufficient blessings and anointments, did the worshippers of the Omnissiah each take hold of one of the generator's primary valves and, with a softly whispered prayer, awaken the dormant machine spirit within.

Two hours after its sensors had detected the approaching Corsair ships, the gun crews of the *Watchful Saviour* opened fire at maximum range, their blinding beams of light slicing deep into the flight path of the oncoming fleet. Their efforts went unrewarded though as the beams harmlessly dissipated beyond the swarming ships. Again and again the crews fired but to little effect, the defence lasers glowing red hot as their crews laboured to track and hit the elusive targets whose holo-fields redirected and dispersed the shots with ease.

Then, from behind the second moon of the ice world, the system's Imperial Naval fleet joined the battle - dozens of Fury interceptors, defence monitors and system ships, their numbers pitifully few in comparison to the massed Eldar craft. The Fury interceptors accelerated once they were clear of the moon, the fastest in the small fleet their orders were to lure the Eldar off their current course and onto the guns of the slower but better armed and armoured system ships. In response the first wave of Corsairs immediately engaged them.

Twisting and spiralling through space, the Eldar craft flew directly at the oncoming formation, paying scant regard to the barrage of lascannon shots and missiles the Imperium's interceptors fired as they closed the range. Then, each turning their sleek vessels through near impossible angles, they arced back round upon the flanks of their prey; the xenos pilots obliterating most of the Imperial Navy squadrons in a synchronous attack that was as perfect in its coordinated execution as it was deadly. With the first wave devoted to destroying the remnants of the Fury squadrons, the second Corsair wave of Darkstars, and squadrons of Aconite and Hellebore frigates advanced to engage the Imperium's system ships and defence monitors formation; the long elegant xenos escort ships studded with pulsar lances and torpedo launchers.

The *Holy Retribution*, one of the few system ships assigned to the Betalis fleet, was the first to suffer their attentions. Weapons battery after weapons battery was fired by the *Holy Retribution's* gun crews; the ratings and indentured workers inside the ship preparing the next volley the instant their weapons were discharged. Then, as the ship's trajectory curved past the moon, the long range lance fire of the *Watchful Saviour* joined its salvos. Caught within the firestorm dozens of Corsair craft were laid to waste; their blasted remains soon drifting amongst those of the Fury interceptors that had been destroyed minutes before.

For almost an hour the battle raged. First the Corsairs edged ever closer towards the ship and in return would be caught up in its intense gunfire or trapped within the lancing beams of the *Watchful Saviour.* But as time wore on Eldar weapons fire took its toll upon the *Holy Retribution.* With insufficient Fury squadrons to protect it, the agile and powerful Eldar Darkstar fighters inflicted enough damage to overload its shield generators, and dove in to strafe its gun decks and command spire the moment they failed.

With external bulkheads compromised and the fractured metres-thick panels of armour-glas surrounding the command deck threatening to breach any moment, the *Holy Retribution's* commander, Flag-Captain Mevuen, gave the order for his dying vessel to be turned towards the one area of the system's outer reaches that all Imperial vessels had so far given a wide berth. Entering the region with the Corsairs still strafing his vessel, Flag-Captain Mevuen opened up the ship wide vox-network and started to recite the *Common Prayer of the Fleet*, the sound of the centuries old ship tearing apart clearly audible around him. The venerable flag-captain had not gotten far through his sombre liturgy when an Eldar Darkstar fighter, its alien identity not recognised by the remnants of the minefield seeded in the Betalis system centuries before by the *Divine Unification*, triggered one of the abandoned mines. As the power generation crystals on the Eldar craft shattered and its hull fragmented, its debris field set off further mines, critically damaging the *Holy Retribution* and scores of other Corsair vessels that had swarmed around the dying ship.

The explosions tore through the *Holy Retribution*, causing its shields to fail and its bulkheads to be ripped apart, sending thousands of Imperial Navy crewmen into the cold vacuum of space. In the few areas of the vast ship where the crew were not immediately ejected into the void, the men fought amongst themselves for places in the few undamaged salvation pods. Those fortunate to escape were either immediately targeted and destroyed by Eldar Corsair vessels or slowly drifted through the system until they reached the safety of one of the inhabited planets.

Whilst the destruction of the *Holy Retribution* played out across the edge of the Betalis system, the rest of the Corsair fleet maintained their course towards the *Watchful Saviour* and the last few remaining Fury squadrons and system ships that now stood guard over it.

Virtually unopposed, the first wave of Darkstars scored multiple direct hits, their shots punching through its shields and critically damaging the platform's gravitic-stabilisers. With a sickening motion, the massive platform began to list, and anything not securely fixed down began to roll and slide across the decks, crushing all in its way as the *Watchful Saviour* tilted and began to drift out of its geo-stationary orbit.

The effects were devastating. Gun crews and ratings were drowned as the huge vats of chemicals that hung over the defence lasers, their toxic contents used to prevent the weapons from overheating, broke free from their mountings, engulfing the frantically fleeing men in an acidic tidal wave. In the apothecarium, the *Watchful Saviour's* surgeon-master was near-fatally maimed when shelves storing surgical implements tipped over him mid-operation, their razor-sharp blades slicing him from head to toe with scores of incisions. A worse fate though was to befall the crews who worked in the bays permanently exposed to the outer void. As soon as the *Watchful Saviour* had begun to list, the bulkhead doors leading to the open sections of the platform automatically sealed shut. With their escape routes cut off, hundreds died when the protective energy field between the crew and space fluctuated for a few seconds, exposing them to the intense radiation of the Betalis system's star.

Volleys from a third Corsair wave finished off the stricken platform, its return fire slackening as pyres raged within it and its compartments flooded with toxic smoke. With defeat imminent and his guns falling silent one by one, Flag-captain Basas, the *Watchful Saviour's* commander, ordered the platform's evacuation. Salvation pods were frantically loaded with the wounded and the lucky few unscathed survivors and then ejected towards the planet below.

The few Imperial Navy ships that had survived the first assaults retreated into the outer regions of the Betalis star, its radiation shielding them from the sensors of the Corsair fleet that now dominated the Betalis system.

Having won the battle for the skies above Betalis III, the Eldar immediately turned their attention to the planet below.

> "O Eternal God Emperor; who alone spreadest out the heavens and rulest the raging of the warp;
> Who hast compassed the void with bounds until day and night come to an end;
> Be pleased to receive in Thy Almighty and most gracious..."
>
> Last transmission of the Holy Retribution
> All eight thousand and thirty-two souls
> consigned to the Emperor's grace
> at the Battle for the Betalis System

THE BATTLE AT ALNITAC PRIME

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The first major land offensive of the Betalis III war took place at Alnitac Prime, a vast facility that refined chemicals used in the production of promethium, and that stretched for over fifty kilometres across and through the Bregan Glacier. Flowing down from the Escarta mountain range at the infinitesimal speed of less than half a metre a century, the glacier, its ice marbled with the dark grey ash that constantly fell like snow from the refinery's forest of chimneys and cooling towers, loomed ominously over the eastern edge of the Alacian Plains.

The plains were little more than an icy wilderness but across them lay the entrance to the Isthmus of Tarandor, the land bridge which connected the north-eastern peninsula, and ultimately Port Ryira, to the rest of the eastern continent. The two Eldar forces, that of Alaitoc in the south of the continent and the other from Mymeara speeding eastwards from its portal near the western coast, were expected to converge on the Alacian Plains. General Odon was preparing his battle group to oppose them there, and whoever controlled the glacier would hold an advantage in the battle to come.

Dispatched in a fast moving convoy of Leman Russ, Malcador, Praetors and Crassus armoured assault transports and taking advantage of the road networks that fed the facility's insatiable appetite for Betalis III's raw materials, Battle Group Empteda deployed on the glacier on the evening of the third day of its departure from Port Ryira. As Colonel Empteda watched over the battle group's preparations, already thousands of workers and their families had left their hab blocks behind and set out on the perilous trek to seek shelter elsewhere, heading either for the northern and eastern highway tunnels or the networks of canyons and caves in the surrounding mountains. Each man, woman and child knew the enemy was coming; the only question was when would it arrive?

True to form, the Eldar did not keep the defenders waiting long. In the pre-dawn hours of the fourth day, as the battle group's Sentinel forward reconnaissance squads patrolled the southern most regions of the glacier, they came under fire from squadrons of Eldar Grav-tanks and Vyper Jetbikes that had flown ahead of the main Mymeara force, skimming low across the Alacian Plains and up over the leading edge of the ice wall. Near invisible in the darkness, they registered as little more than faint smudges on the Sentinels' sensors as one by one the walker squadrons were annihilated; Eldar Rangers already concealed in the surrounding ice canyons expertly guided their air-borne brethren in.

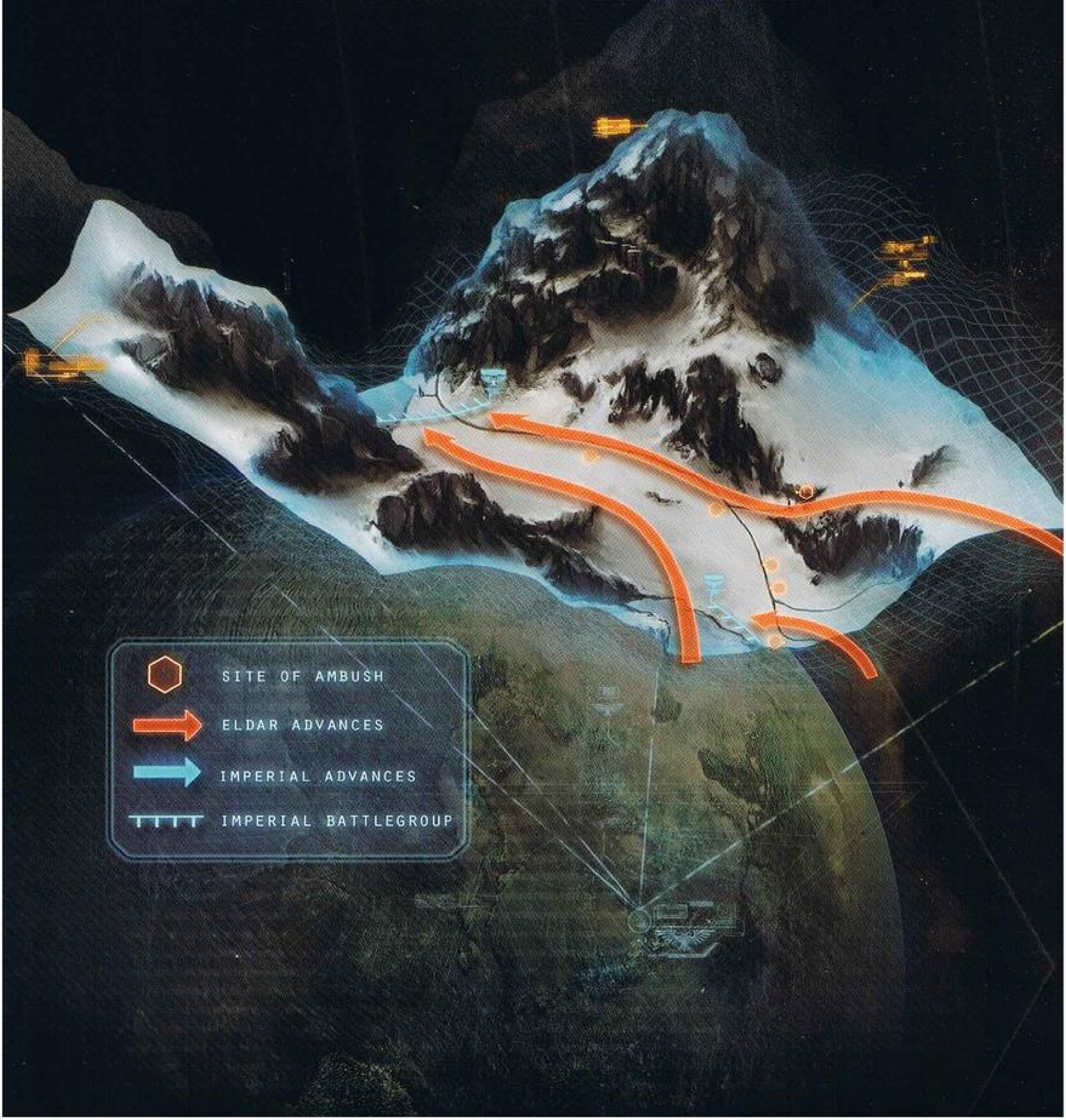
Joining the Mymeara craft shortly after, the first wave of Corsair vessels began their attack run on the facility. The battle group was ready and waiting for them though. As the Nightwings, Phoenix and Vampires soared down, they were met with a tremendous firestorm of las shot and artillery shell. What heavy armour his command staff could muster, but he had not sent the young colonel into battle empty handed. Prior to leaving their base on the neighbouring industrial world, the officers of the Cadian 6th had ordered their men to completely strip its resupply depots of all the guns, ordnance and ammunition they could lay their hands on. Little remained by the time the final Cadian squad left for the ice world. Each ship in the fleet had been stacked to the gunnels with enough armament to defend the planet for months, and amongst this huge arsenal had been a consignment of defence platforms due to be distributed to wars elsewhere in the sector. Now, a large stretch of the glacier bristled with the barrels of those guns as they unleashed salvo upon salvo into the oncoming Eldar attack formation.

The thunder of Battle Group Empteda's heavy weapons shook the surrounding mountain ranges to their core, triggering avalanches and rock falls that roared down their slopes, burying hundreds of refugees who had gambled that safety lay in the cave systems rather than heading east to risk the long walk across the sub-zero tundra. Undeterred by the firestorm they had flown into, the Eldar flyers soared over the facility and once their attack run was complete, raced upwards into the heavens. With barely enough time to reload, the Guardsmen soon spotted scores of white contrails on the horizon which augured the approach of a second Corsair wave.

The Guardsmen manning the defence platforms unleashed another booming volley as the enemy came within range. Shell after shot swept the sky as the crews swung their heavy weapons round to follow the flight paths of the sleek, darting ships before they too rose up above the facility at break-neck speed and out of range. The second attack had lasted no longer than the first and although both enemy forces had given their all, neither had inflicted a death blow upon the other.

As silence descended once more upon Alnitac Prime, the gun crews reloaded and scanned the horizon, waiting for the tell tale signs of contrails to appear once again. The next attack came swiftly, although not from the air but instead from the surrounding mountains as sniper fire ripped through the heavy weapons platforms. The Corsairs had been little more than a diversion, a feint to buy time for the Eldar Rangers to move up so that their guns were within range of the battle group. Those Guardsmen who

Battle Group Empteda – Alnitac Prime Facility/Bregan Glacier
Xenos force deployment – Southward approach
Empteda forward patrols destroyed – sector 332; 0505 hrs
Xenos sniper squads infiltrated via outwarsh plain and glacial terminus – sectors 422-75; 0716 hrs
Estimated casualty ratio: Verifying...


⬡ SITE OF AMBUSH
➡ ELDAR ADVANCES
➡ IMPERIAL ADVANCES
TTTT IMPERIAL BATTLEGROUP

survived the opening volley were immediately pinned down, using what little cover their weapons platforms provided or lying motionless amongst the bodies of their fallen comrades as sniper fire ricocheted along the platforms' metalwork.

Watching the battle back at Alnitac Prime, Colonel Empteda initiated the next part of his plan. On his command the heavily armoured Leman Russ, Chimera and Praetor armoured assault launcher squadrons waiting there sprang into action, their exhausts belching black oily fumes into the freezing cold air as they accelerated towards the besieged lines of heavy weapon platforms. With no chance of locating the Eldar hidden amongst the vast network of ravines surrounding them, Colonel Empteda had turned to one of the few weapons in the Imperial Guard arsenal he had in abundance - overwhelming firepower. The tanks' gunners sent round after round into the mountains, the shells setting off a lethal hailstorm of shrapnel as rocks and ice exploded with deadly effect.

As the tanks prowled the battlefield and the sniper fire ceased, the survivors from the Vaust 14th and Betalis 28th regiments on the platforms began to celebrate believing the Eldar had been destroyed. They had done it. They had seen off two attacks and lived. The more experienced Cadians amongst them remained grimly silent. They knew the Eldar were not so easily beaten and would soon be back. Something Colonel Empteda was more than ready to face, and in the few minutes when the pace of the battle briefly paused, he gave the order for the next part of his plan to commence.

Speeding down the glacier from Alnitac Prime came the last of the vehicles Empteda had at his disposal. As they sped along, their tracks rumbled over the facility's massive air vents that were interspersed along the glacier. Only a day before these vital lifelines had supplied precious clean air to dilute the toxic fumes that spewed from the furnaces in the facility below, preventing the suffocation of the thousands who toiled at them day and night. Hastily abandoned by the workers, those furnaces still burned fiercely and where once men and women had laboured, something else now moved in their place, transported to the glacier within the holds of the Crassus.

The two waves of Imperial vehicles soon joined together and reformed into three huge blocks as they picked up speed, creating a new frontline a kilometre down the glacier. Now at the rear, the static heavy weapons platforms then took on the role of artillery. Once more the Corsair pilots swooped down, and in return the tank crews opened fire as the heavily armoured blocks rumbled forwards. Shuriken cannon and star cannon traded shots with heavy bolters and autocannons as the graceful craft strafed the battleline. The range was so close between the two sides that holo-fields and armour mattered little. In the furious fire fight the tight Imperial formation and its near constant bombardment evened the odds.

Teams of Jetbike riders skimmed across the surface of the glacier behind the Corsairs, following up on the attacks of the larger craft. The slow lumbering Imperial force continued to roll stubbornly forwards; each driver trusting his safety to his armoured vehicle and its guns, and remaining within the formation. Fight together and live, stand alone and die. The choice was simple. However gaps were starting to appear, and even originally fully loaded, ammunition supplies were also running low through the near constant rate of fire.

At Alnitac Prime Colonel Empteda watched on solemnly as the brave Guardsmen under his command fought on. Had they been given more time and resources they might have succeeded but the young colonel knew such hope for the folly it was. It was clear that the Eldar's air superiority and increasing numbers would have eventually swept away the battle group regardless. His men had done well to last this long. Already he'd had word from Odon's command staff that the main forces of the Mymeara host were deploying onto the Alacian Plains. If he didn't act now, then the Eldar would gain the higher ground and Battle Group Odon wouldn't stand a chance.

Whispering a brief prayer for the Emperor's forgiveness Colonel Empteda turned to the men behind him who controlled the Cyclops demolition vehicles now positioned throughout the depths of the facility, and with one word ended the Battle at Alnitac Prime.

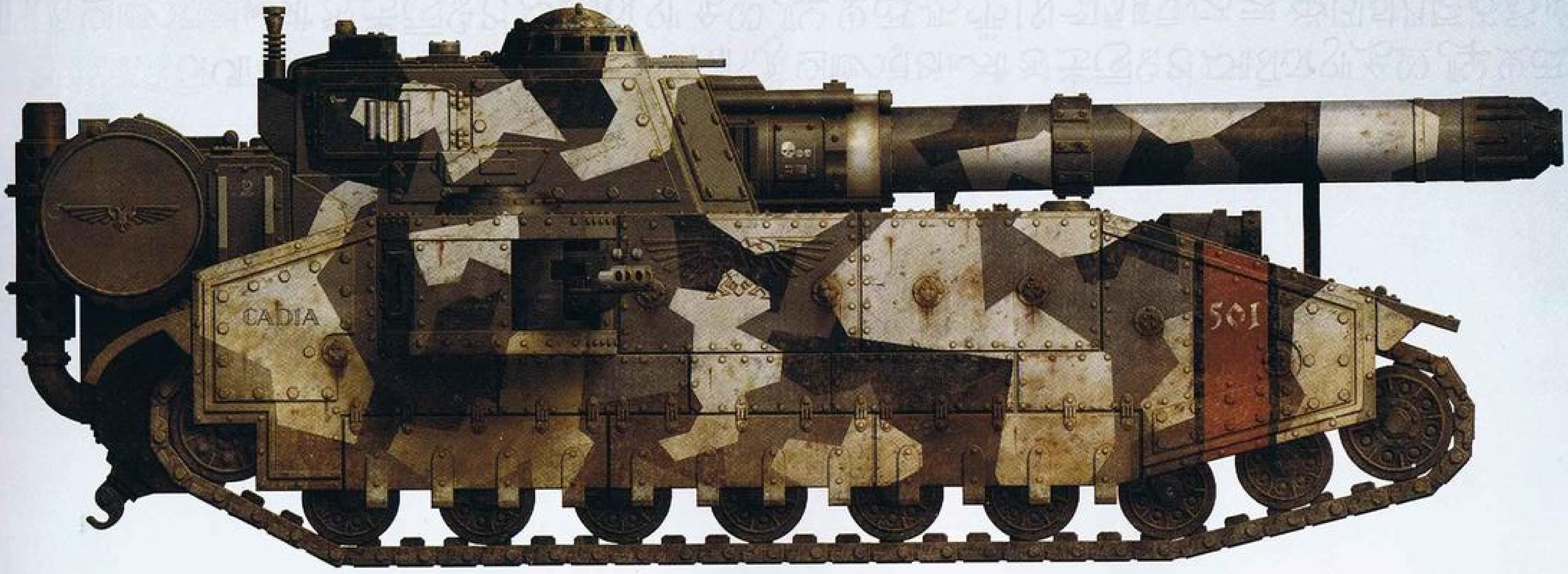
'Detonate.'

A PRAYER FOR THE FALLEN

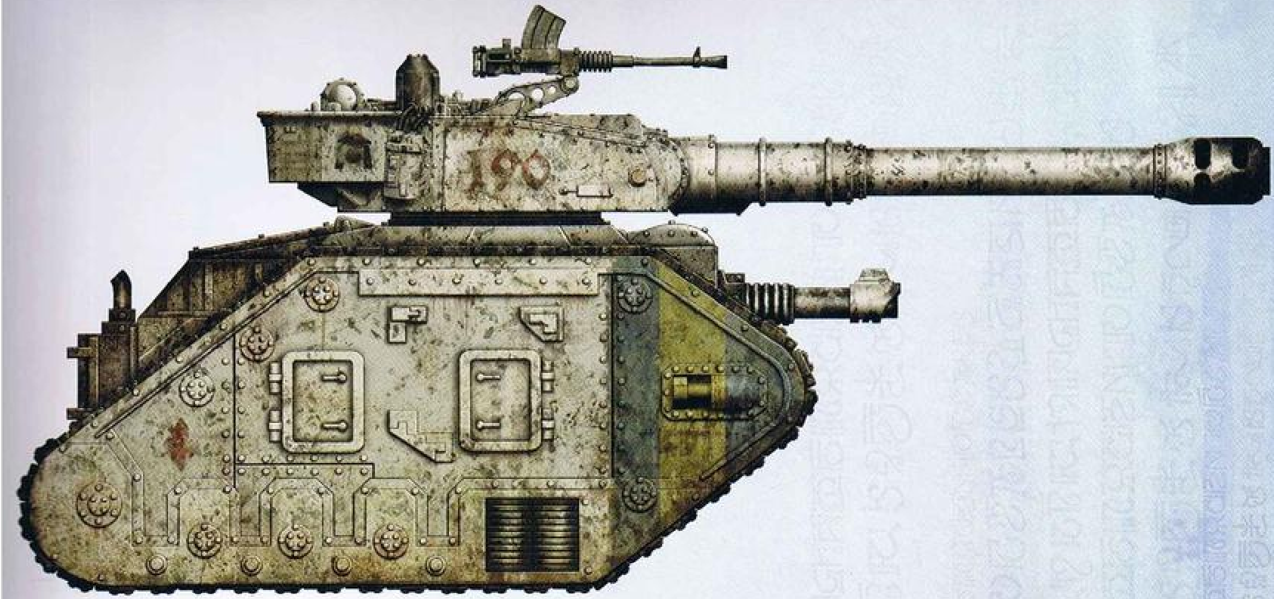
Kilometres away from the glacier, Inquisitor-lord Danzk recited the *Prayer for the Fallen* as he watched the destruction of Battle Group Empteda and its attackers through the eyes of a hovering servitor. The detonation of the Cyclops demolition vehicles deployed through the facility during the battle had set off a catastrophic chain reaction amongst its furnaces and huge chemical storage vats. The blast that immediately followed liquefied the ice field above it, launching the battle group and billions of tonnes of melted ice and molten rock straight up into the vast flock of Eldar craft circling above.

Battle Group Empteda could never have held the glacier or facility against the arrayed might of the Eldar and its young colonel had known that as soon as he'd received his orders. But Inquisitor-lord Danzk had respectfully acknowledged that Colonel Empteda had performed his duty without question, and through his selfless sacrifice and that of his men he had succeeded in denying the Eldar the advantage of the higher ground and bought Battle Group Odon the time it so desperately needed.

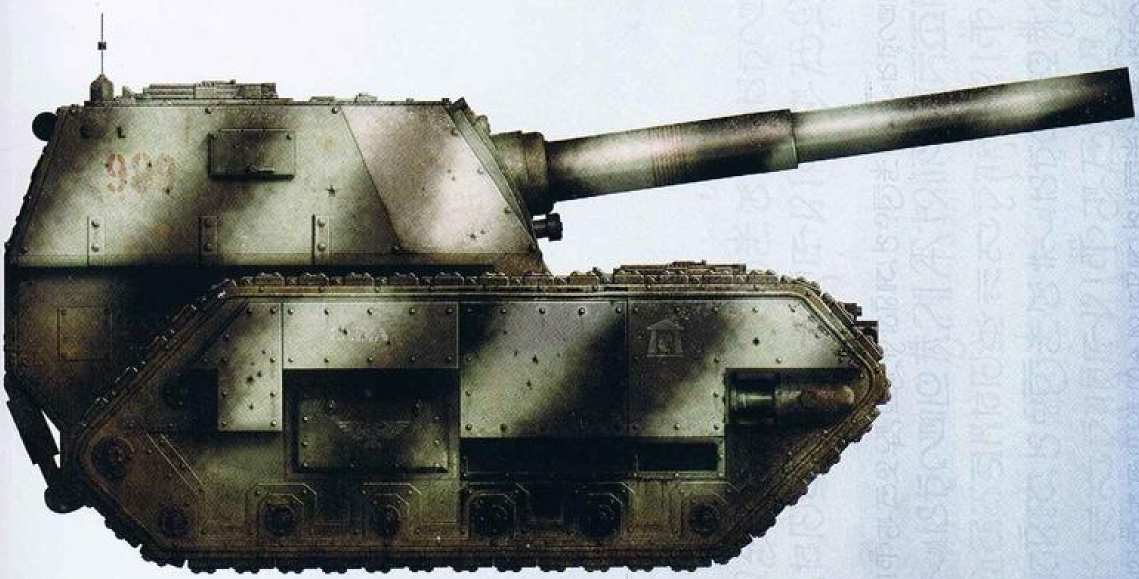
His sombre liturgy complete, Inquisitor Danzk severed his connection with the servitor and looked out with his own eyes upon the impressive sight of the massed ranks of Battle Group Odon arrayed across the westward entrance to the Tarundor Isthmus below him.



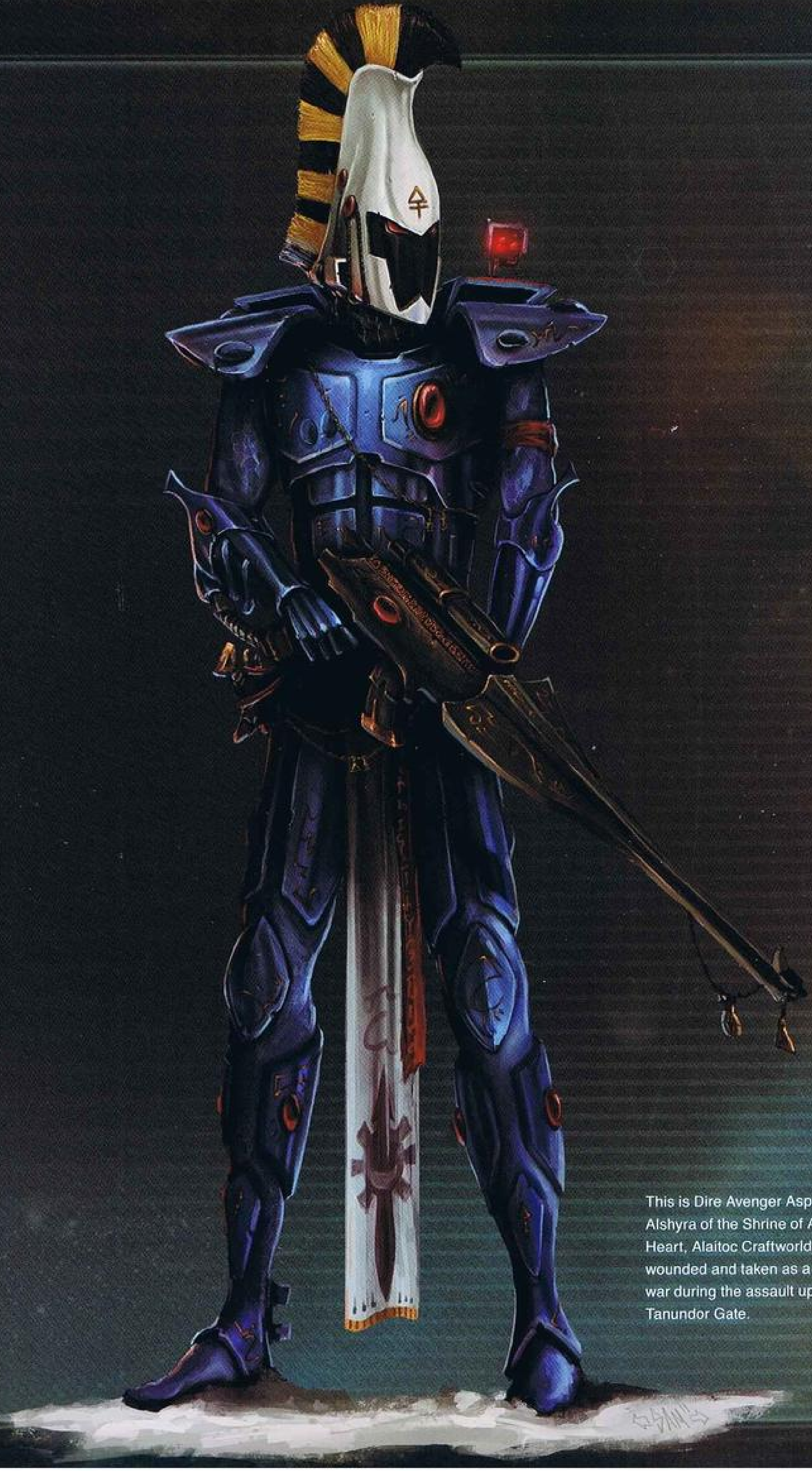
Shadowsword Super-Heavy Tank Destroyer. Cadian 6th Armoured Regiment.
Suffered critical damage in the battles of the Alacian Planes



Leman Russ Vanquisher tank. The vanquisher is fitted with a high velocity cannon for anti-armour use. However owing to the speed of the Eldar skimmers they faced on Betalis, this proved relatively ineffective against the foe.



Armageddon Pattern Basilisk, Cadian 6th Armoured Regiment. The Basilisk is the most commonplace Imperial Guard field support unit and was a mainstay of the Cadian 6th.



This is Dire Avenger Aspect Warrior Alshyra of the Shrine of Asurmen's Heart, Alaitoc Craftworld. He was wounded and taken as a prisoner of war during the assault upon the Tanundor Gate.

DIRE AVENGER

1. Aspect Armour

Aspect armour is constructed using the same techniques as those used on all Eldar personal armour. It is a lightweight synthetic bodysuit, reinforced with plates of psycho-sensitive bio plastics that will instantly harden to resist impacts. As well as absorbing impacts, these plates can morph their shape in accordance with the wearer's movements, meaning the armour does not encumber the wearer in the slightest, affording good protection with excellent mobility.

The reinforced breastplate of the Aspect Warrior's armour bears his waystone, a precious item for all Eldar. This psycho-receptive gem is attuned to the individual so that when, at the moment of death, the Eldar's psychic spirit is released it is captured within the stone. Otherwise it is believed it would be released into the Warp, where the Chaos God Slaanesh awaits to consume it. These stones are the most precious items the Eldar possess, literally encapsulating the consciousness, identity and memories of a departed warrior, securing it for transportation back to the Craftworld.

Contrary to some reports, the small domes and blisters on the armour are not extra gems. Most are small compartments that contain the suit's technical systems.

The Dire Avenger's tabard is a common addition to the Aspect armour. Its runic inscriptions name the shrine for which the Aspect Warrior is fighting and identifies the shrine's allegiance to its Craftworld, in this case Alaitoc. Regardless of a shrine's location the Aspect's colour scheme is always blue and white.

Before donning his armour the aspect warrior will have been through a rigorous ritual of purification and meditation. Overseen by the shrine's Exarchs, each warrior must prepare himself for the ordeal ahead, achieving the correct psychological state to become a Dire Avenger.

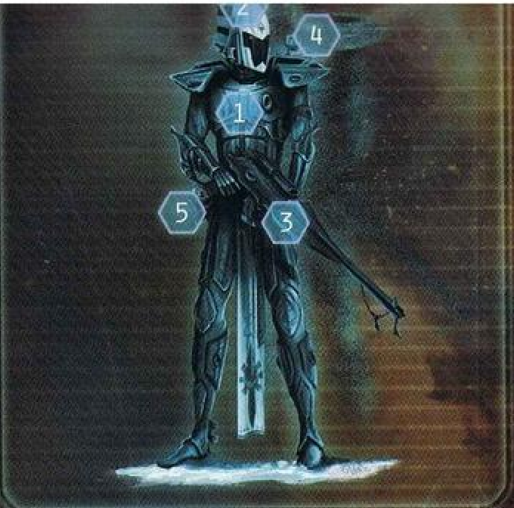
2. Aspect Helmet

Each warrior Aspect has its own distinctive helmet, and within each shrine the helmets may vary in form slightly, with correspondingly more elaborate versions for the shrine's Exarchs. As a standard Dire Avenger, the helmet is distinctively tall with a long top crest of exotic animal hair, often dyed to match the parent Craftworld's colours. By custom, it is this helmet that marks the Aspect Warriors as the protectors and avengers of their Craftworld. It bears the Aspect's rune, the mark of Asurmen, traced upon its forehead.

3. Shuriken Catapult, 'Avenger' pattern

To all Eldar the mastering of the shuriken catapult is regarded as an art form and most Eldar will, at least for a period of their life, learn the art, even if only to serve with the Guardian bands. The Dire Avengers are regarded as the weapon's supreme masters.

The shuriken catapult is a weapon that has become synonymous with the Eldar race. Many variants of the standard weapon have been encountered but this longer version, designated as the 'Avenger' pattern, is unique to the Dire Avenger shrines. It has a greater effective range and more sophisticated targeting systems, as befits high status troops.



The shuriken catapult is an all-purpose assault weapon. Its main body is a high-powered linear gravitic accelerator, which rapidly 'fires' a series of flat, razor-sharp, monomolecular spinning shuriken disks. The disk, can have different shapes, barbs and serrations, with different forms being adopted by different shrines.

The ammunition is stored as a solid core, allowing for the high-velocity ammunition feed required. Each disk is sliced from the core by the gravitic energy stream as it is projected down the barrel.

The accelerator and ammunition feed allows for a very high rate of fire of up to 1,500 rounds per minute. Though a Dire Avenger's training conditions them never to waste their precious ammunition, instead using their potentially overwhelming firepower with accuracy and precision. Commonly, the weapon is used for aimed semi-automatic fire but in the heat of an assault or a close range firefight, the weapon's full automatic function can empty its magazine in just four seconds.

Like most Eldar technology the weapon is psychically activated, its resonant wraithbone construction being sensitive to the Eldar's innate psychic mind. A Dire Avenger's shuriken catapult is linked to its targeter via the handle.

4. Targeter/Rangefinder

In battle, each Dire Avenger is assisted by an advanced targeting device. Worn over the shoulder and plugged into the weapon via the armoured suit, this pan-spectral targeter operates independently of the user, finding and tracking multiple targets and feeding target information directly to the helmet display. It is likely that it can also differentiate between enemy and ally. Other functions are unknown.

5. Other Equipment

In general Aspect Warriors carry no extra equipment. This Dire Avenger has a ceremonial knife from his shrine. Whilst no doubt employed as a hand-to-hand combat weapon of last resort, its primary purpose will be for use during the shrine's pre and post-battle ceremonies. Although not their primary function, hand-to-hand fighting techniques are studied by the Dire Avengers, but only by accepting their calling to become an Exarch can such skills become the warrior's main focus.

CHAPTER THREE

Dark Times

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The full might of Battle Group Odon dominated the approach to the Tarandor Isthmus. Tanks, armoured vehicles, heavy artillery and Guardsmen stood arrayed on the Alacian Plains ready to meet the Eldar assault head-on. As dense black smoke billowed up from the Bregan Glacier, the wreckage from the explosion there still burning fiercely, reports were received that the host of Mymeara had swept on to the west Alacian Plains and begun its approach. Heralding their arrival, and first to come within range of the massed guns of the Imperial Guard, were their Corsair allies, an armada of Phoenix, Hornets and Nightwings that dived down through the gathering storm clouds at break-neck speed.

As at Alnitac, the Imperial Guardsmen met the attack with a barrage of devastating firepower, Chimeras, Praetors, Baneblades, Stormblades, Shadowswords, Macharius and Leman Russ lending their fury to the heavy artillery onslaught. The Corsair ships soared in undeterred, their agile pilots weaving and threading their craft through the air, their shuriken cannons and missile launchers returning fire as all around them shells and missiles exploded.

First blood went to Betalis III's defenders as a Void Dragon Nightwing, its swept wing hull adorned with the symbol of its cadre, was ripped from the sky; its destroyer was a Hydra Flak tank, one of the precious few deployed with the battle group. With its systems trained on the horizon, the Hydra's logic-spirit had swung the tank's autocannons into

Guardsman Ayra sat half-dazed in the rumbling, pitching hold of the ore transport; the stench and sounds of vomiting by those around him with less of a stomach for the violently rocking motion of the vessel doing little to stave off the fatigue caused by hours of waiting on a freezing airstrip to embark. The commandeered transports moving Battle Group Odon to its deployment zone were never designed to hold human cargo, but now there were thousands of Guardsmen travelling in them in a massive flotilla heading south-west from Port Ryira to the Tarundor Isthmus, their Chimeras and Crassus armoured assault transports either slung under the ships or transported by other expedient means. Once deployed, the battle group would move out on to the Alacian Plains and finally face the xenos foe that had invaded this Emperor-forsaken world. Meanwhile, as the Imperium's ships made their slow, ponderous approach across the isthmus, the Eldar were closing in from two directions, one war host from the west of the continent and the other from the south-east.

Seconds, perhaps minutes, later, Ayra was jolted awake as the unmistakable sound of heavy weapons fire hit the side of the transport and a loud boom reverberated through the hold. Another explosion swiftly followed and then another, the vessel shuddering violently each time. The young Guardsman realised with mounting horror that the Eldar were attacking the convoy.

Then all hell broke loose.

A massive explosion thundered through the air. Guardsman Ayra, stunned near senseless by the deafening sound, instinctively crossed his arms and tucked his head into his chest just as a shockwave punched into the transport. The front of the vessel began to rise upwards as pressure waves slammed across it and the webbing straps holding Ayra and the other Guardsmen in place on hastily installed benches gripped them painfully tight against the hold's walls. The engines of the transport screamed in protest as somewhere up front the pilot wrestled with the ship's controls, desperately trying to level it out and prevent it from crashing. The terrifying moment passed quickly and to the relief of all inside the hold the transport settled down again.

As soon as the transport's hatch was opened at the landing zone, any Guardsman still able ran out at full pelt, grateful to be back on solid ground. Guardsman Ayra was one of the last of his squad to leave, hauling his badly concussed sergeant, struck across the head by equipment flung around the compartment, between himself and the squad's commissar. The horror which greeted the young Guardsman in the early dawn light nearly stopped him dead in his tracks. Only the commissar shouting at him to keep moving prevented Ayra from being barrelled into by the stream of Guardsmen tearing off the transport behind him.

Ablaze on the horizon barely two kilometres away was the Bregan Glacier, or what was left of it, the centuries of pollution that had seeped into it from the Alnitac Prime chemical facility fuelling fiercly burning pyres in its blasted remains. Littered around the glacier's former location, reaching even as far as Battle Group Odon's make-shift deployment zone kilometres away, were the remains of Battle Group Empteda and its Eldar attackers.

Anything that had not been immediately atomised in the blast lay strewn around the ice field. Most of the debris was nothing but charred, twisted metal, but some sections of the more heavily armoured Imperial tanks were still partly intact, the thick armoured hull sections of the Crassus and Praetors recognisable but beyond use, having smashed apart upon impact. Nothing else had survived, and of the hundreds of Guardsmen from Battle Group Empteda and the Eldar they had been fighting, nothing remained.

action as soon as it had detected movement, tearing through one of the Nightwing's curved wings and sending it spiralling into a terminal dive that not even the superior skills of its Eldar pilot could recover from.

The Nightwing's destruction lifted the morale of the Guardsmen more than any rousing speech the Ministorum priests could deliver. In that one moment they were raised up from the depths of despair they had fallen into upon seeing the destruction of Battle Group Empteda. The rate of attrition intensified as more Corsairs came within range of the heavy guns, weapons fire from both sides causing death and unparalleled carnage at such close quarters. Amidst the furious assault, Leman Russ were hit and damaged as the Corsairs found their marks and in return the xenos ships were blasted from the skies, straying too close to the battle group's many guns. Soon though, even the most battle-thirsty Corsair pilots saw that to continue would ultimately mean their death; they broke off, speeding up through the gathering storm clouds and beyond to regroup and tend to their wounds. The opening moves of the battle had been played out and the Alacian Plains were littered with its casualties.

With the forces of Mymeara on the plains and reports coming in of the host of Craftworld Alaitoc now approaching from the south, General Odon gave the order for the battle group to separate into two companies. It was a bold move, and one those Imperial Guard commanders who religiously followed the doctrines of the *Tactica Imperialis* would have considered foolhardy and reckless. However, as each Eldar Craftworld's force outnumbered the battle group many times over, if it remained in a single block it would be quickly overwhelmed and destroyed.

The first company, Vengeance, comprised the tank squadrons: Leman Russ, Hydras and Chimeras. The second company, designated Retribution, was mainly infantry, deployed in Crassus armoured assault transports with what little General Odon could spare in terms of Leman Russ and Praetors acting as escort. Company Vengeance had orders to head west. It was to lure in as many Eldar craft as it could and take the inevitable first hit. This would give Company Retribution the chance to intercept the approaching Alaitoc land forces in the south. Joining Retribution and Vengeance on the Alacian Plains would be the Titans of the Legio Gryphonicus - four Reavers and four Warhounds - which had just reached the warzone from Port Ryira.

The original plan had been for the Legio Gryphonicus Titans to lend their much needed support to Vengeance's tank squadrons. Now they had a different objective. The surveillance network set up by Inquisitor-lord Danzk's retinue around the eastern continent had relayed back images of at least eight Eldar Titans emerging from the Mymeara portal. Amongst them and now somewhere on the northern edge of the Alacian Plains were two massive Eldar Phantom Titans, and the princeps of the colossal war machines of the Imperium had orders to destroy them.

THE ASSAULT ON VENGEANCE

Deployed directly in the path of the Mymeara host, Company Vengeance, with General Odon leading from the fore, clashed with the Eldar force as the last rays of the system's cold blue sun were smothered by snow clouds pouring in from the north. Skimming ahead of Mymeara's infantry was a vast armada, hundreds of squadrons of Jetbikes, Hornets and Vypers. In stark contrast to their Corsair brethren, Mymeara's pilots demonstrated no desire to dive down upon their Imperial foe and satisfy a barely checked thirst for battle. Instead they came in low, in tight surgical formations, forcing the rear ranks of Vengeance to hold fast their fire lest their shells impact among their own front lines. The change in tactics served the Eldar well.

The wake of that devastating first sortie was strewn with the hulls of over seventy Leman Russ and Chimera, their thick armour plating scored by shuriken fire or the crew killed as pulse laser and prism cannon fire penetrated their tank's armour. But such losses were expected. Against the more chaotic attacks of the Corsair pilots, standard tank tactics had sufficed, but to maintain such tight formations when faced with the main body of the Eldar assault would have proved suicidal - their more disciplined pilots would simply have stayed out of range of Vengeance's guns and attacked from afar. Once the battle was underway, Vengeance's numbers would be too few to repeat that manoeuvre. Instead they would engage the aircraft in smaller groups, the experienced tank crews of the Cadian 6th fighting the battle on their own terms.

The plan worked, but not as effectively as Odon had bargained for. Having recently fought the Ork horde on Saras VII, a force that barely kept in check at the best of times by its Blood Axe warlord, the Cadian officers reverted to the tactics which had worked there. These had to be quickly countermanded and replaced with more effective manoeuvres to use against the disciplined Eldar army. As if the attack from the air wasn't enough for the Imperial forces to contend with, the first of the Eldar land forces arrived.

Deploying swiftly from the Mymeara portal far off in the west, squadrons of Wasps, the Eldar race's long-legged assault walkers, launched themselves into the heart of the battle, their pilots using a combination of the Wasps' speed and the manoeuvrability afforded by their jump jets to land amongst Company Vengeance's squadrons. The tactic soon found some of the less experienced sponson gunners from the Vaust 14th blasting away at tanks from their own side as they became fixated on the target in their sights, oblivious to anything else. Then, as the Jetbikes, Hornets and Vypers came round again for a second attack run, the Eldar Wasps would propel themselves swiftly out of range as the Eldar craft cut yet another swathe of destruction through Vengeance's lines, adding to the steadily growing numbers of burning tanks littering the battlefield.

With the benefit of General Odon's years of experience though, the Imperial Guard force was nothing if not adaptable. The veteran tank commander ordered the Cadian crews to split up their squadrons; one tank from each was to separate off, presenting itself as the vulnerable target the Eldar pilots were prowling the battlefield for. Once it had secured their attentions, it was to speed off as fast as it could, luring the xenos flyers straight onto the waiting guns of the rest of its squadron. It was not a precise or reliable tactic, but when it did work it was devastatingly effective.

THE GODS OF WAR

Out on the ice plains, the Reavers and Warhound Titans of the Legio Gryphonicus were closing upon sector 45-3, where the last sighting of the Eldar Phantom Titans had been reported. To search the vast wasteland more efficiently, they had split into two. The first group, the demi-maniple Invictus, was moving across the north of the Alacian Plains, a single Reaver Battle Titan flanked by a pair of Warhounds. The larger of the two, the Exaro maniple, was sweeping up from the south and comprised three Reaver Titans and a pair of Warhounds. Both groups were shadowed by the heavy armour of Battle Group Odon, the few squadrons of Baneblades, Shadowswords and Stormblades that the Cadian 6th Regiment's command staff could secure in the short time they'd had to assemble the army.

As the Eldar Wasp squadrons launched their assault on Vengeance, the Reaver Battle Titan *Invictus Nova* and the Warhound Titans *Tempus Prima* and *Magna Canis* strode onto the frozen landscape of the northern Alacian Plains, the footfalls of the mechanical behemoths sinking metres deep into the permafrost as they searched for their foe. Without warning, five pulsar blasts slammed into the right flank of the *Magna Canis* from the mountains that edged the north of the Alacian Plains. The Warhound Titan staggered under the assault, waves of actinic energy flickering and sparking across its overloading void shields.

With a command born of instinct rather than conscious thought, the princeps of the *Nova* and *Tempus* instantly returned fire. With their target hidden from sight, both saturated the mountainous border land with lancing plasma bolts, setting off avalanches that roared down the mountain ranges. The *Magna Canis*, damaged but still functioning, quickly recovered and added its own awesome might to the bombardment; its plasma blastgun had been disabled in the attack and so the *Canis'* princeps ordered his moderatii to switch to its turbo-laser.

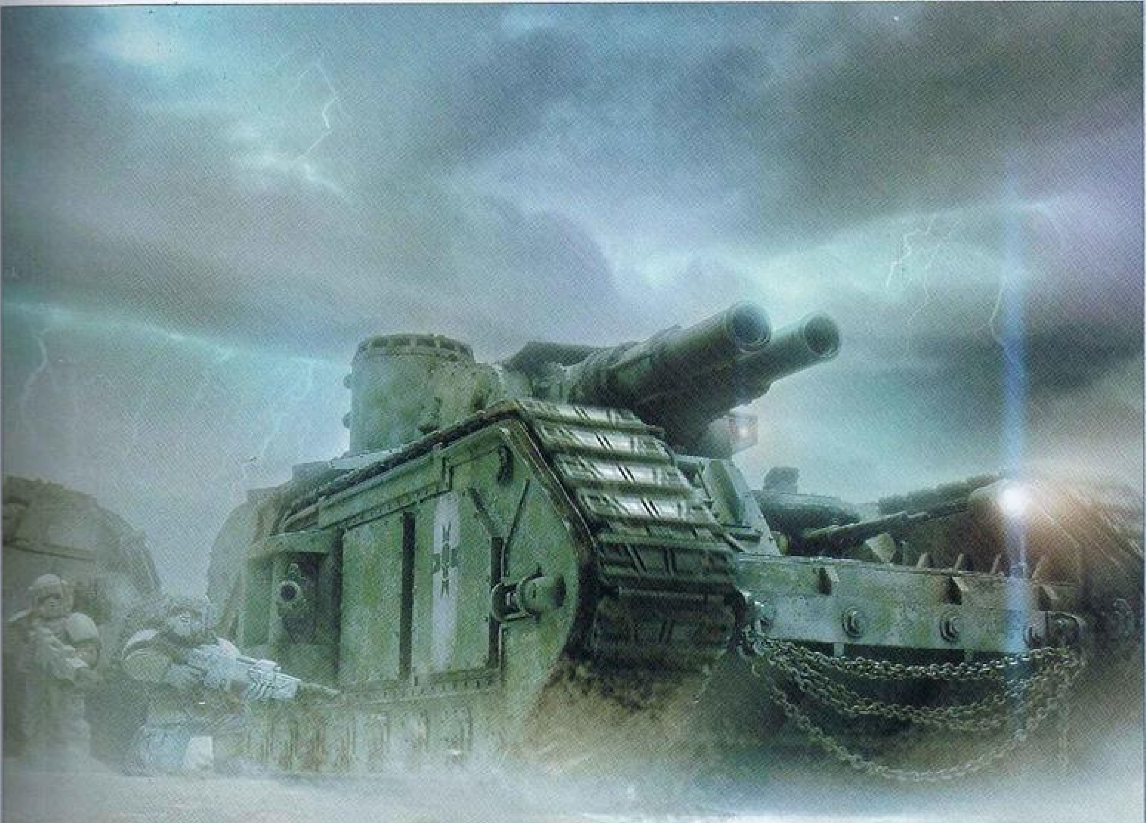
An explosion from the super-heavy vehicle squadron buffeted the demi-maniple. A Shadowsword had flipped over, smoke and flames pouring out of its ruptured hull. Not waiting to suffer the same fate, the rest of its squadron split apart as another fusillade flashed between them, knocking out the tracks of one super-heavy and barely missing another. With inhuman speed the machine spirit of the *Invictus Nova* calculated the fusillade's origin point and located their attacker, although the Eldar giant was barely visible, so effective were its holo-fields. It was one of the Eldar Phantom Titans, and before the demi-maniple had time to react, it unleashed another savage volley, the energy bolts from its pulsar stitching along the ice only metres behind another swerving Baneblade.

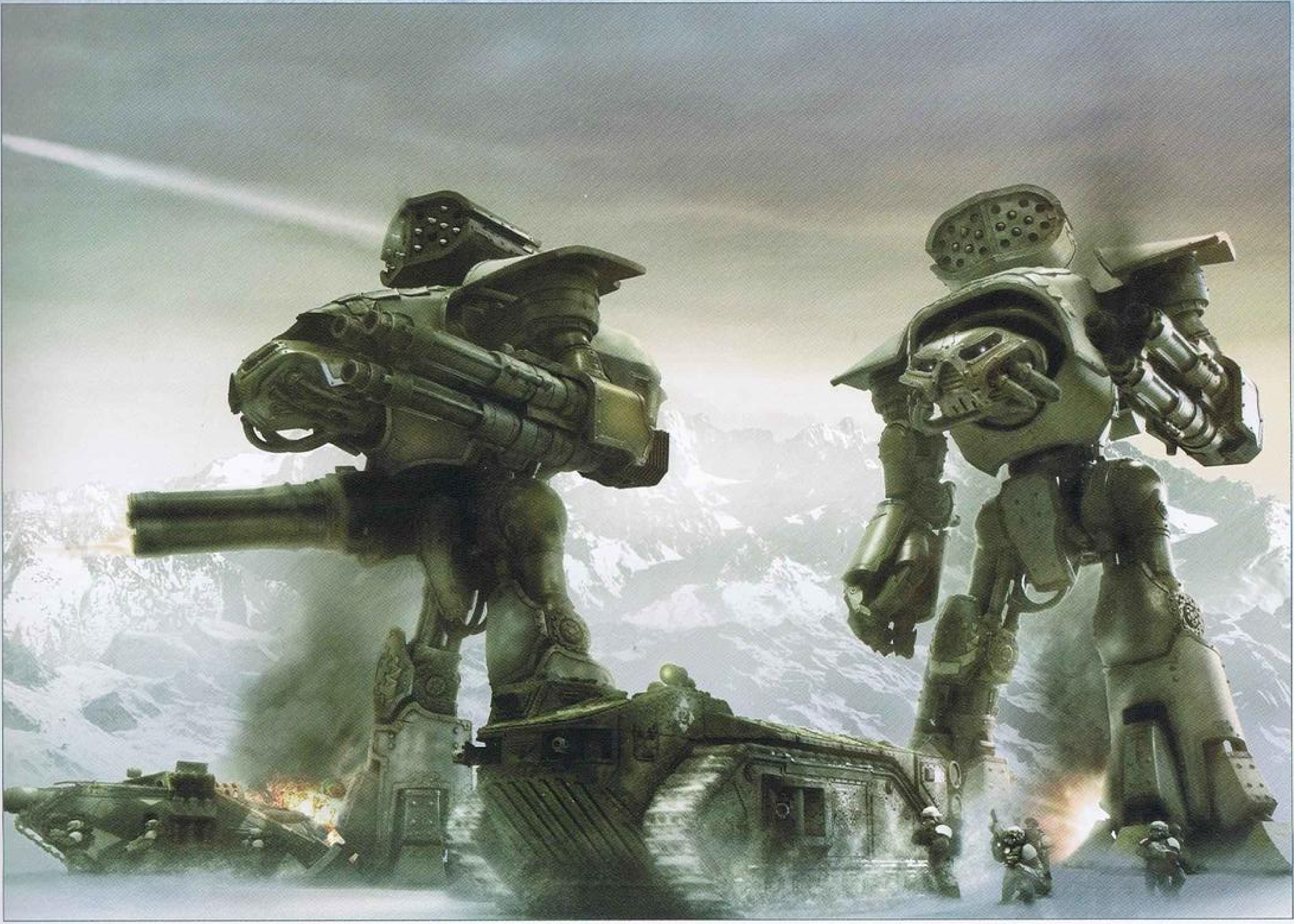
In thunderous concert, the three Titans of the Legio Gryphonicus opened fire, but only the *Nova's* five apocalypse missiles had the range to reach their mark and they slammed into the Eldar Phantom's left shoulder, its holo-fields shimmering and flickering as they temporarily failed. Before the Imperium's Titans could follow up with a second barrage, a high pitched shriek emanated from the mountains behind them. With an almighty scream the first Eldar Phantom's distortion cannon discharged a seething bolt of black warp energy into the heart of the demi-maniple. It hit the *Magna Canis*, passing cleanly through its void shields and wreathing its torso in a shroud of impenetrable darkness. The princeps of the other two Titans watched in absolute horror as sections of the massive war machine momentarily vanished into the rift between realspace and the Immaterium and then reappeared moments later as nothing more than a twisted mass of darkly glowing metal. Unable to cope with the massive stress placed upon its systems had been placed under, the *Canis'* plasma reactor detonated. The blast shook the northern Alacian Plains, its deafening boom heard as far away as the Tormus Delta in the south, where the first Guardsmen of Company Retribution were preparing to deploy.

Still kilometres south of the battle, the princeps of Titan Group Exaro desperately tried to make contact with the demi-maniple, but their repeated hails met with silence. Too far away to immediately come to their aid, the Exaro maniple could only pray that, when they arrived, the other two Legio Gryphonicus Titans had somehow survived.

THE DARKEST HOURS

With no Imperial Navy support to provide air cover and Vengeance's heavy armour already fully engaged in the north, the Guardsmen of Company Retribution faced near impossible odds in their race to engage the Alaitoc host. But Retribution had two crucial factors in its favour – time and the unforgiving landscape of the ice world. The Alaitoc





Reaver battle titans and elements of
Battle Group Odon, western Alacian Plains

portal was significantly further away from the Alacian Plains than that of the Mymeara Craftworld's by thousands of kilometres, and directly in the path of its land forces lay the Tormus Delta.

Stretching across the entire southern edge of the Alacian Plains, the Tormus Delta was the result of millions of years of water erosion, a massive labyrinth of narrow canyons and gorges created at the confluence of two rivers that had frozen over millennia before. For Retribution to stand any chance against the Alaitoc host, it had to reach the Tormus Delta before the Eldar Craftworld's airborne armada crested its northern edge. General Odon planned to use Tormus to shield Retribution from the worst that Alaitoc's pilots could unleash upon it, but this move was not without its consequences. For Vengeance this almost certainly meant it would soon be fighting on a second front as Alaitoc's pilots turned northwards in search of more accessible targets.

Company Retribution's headlong charge to reach Tormus unopposed nearly succeeded, but just as the lead vehicles of its transport convoy were less than a kilometre away, the first of Alaitoc's Hornets, Falcons and Vypers, sleek and deadly craft emblazoned with its emblem of the sword of Khaine bisecting a red moon, shot over the northern edge of the Delta. The moment they were spotted, the order to accelerate whip-lashed through Retribution's convoy. Unlike at Alnitac, there was no time to organise a rolling defence and all the men of Retribution could do was hold tight and pray for the Emperor's protection.

Alaitoc's shuriken weapons and pulse lasers strafed the Imperium's convoy, but to little effect. The heavily plated hulls of the Crassus armoured assault transports ably protected the Guardsmen inside, with only a few vehicles being damaged by shots hitting their exposed tracks. The Guardsmen though could not stay within them forever

Princeps Ephraim's first concern upon regaining consciousness was that his connection to the Reaver Titan Invictus Nova's systems had not been damaged. Nothing else mattered. He tentatively reached behind his head to check that the mind-link cables were still attached to his own augments and was reassured all was in order. Only then did he look around to check on the rest of the crew.

The weapons moderatii, Nathaniel, was undoubtedly dead, his head bent at an unnatural angle. Moderatii Tarvas had fared better and was already performing a status check on his console. As to the third member of their party, Magos Riemann, he had not yet made contact from his chamber at the Titan's apex but the princeps could sense his presence darting through the Reaver's systems, checking for damage caused by the explosion of the Magnus Canis' plasma reactor.

As for the Invictus Nova itself, Ephraim could feel very little. Its fail safes had automatically powered down its systems to shield them from the blast. They were all that had saved the Titan, but now they could cause its destruction because somewhere, probably close by, there was at least one Eldar Phantom Titan that had been out of range of the massive explosion.

The thought sparked something within the dormant Titan and its systems flickered back into life, scrolling with data which quickly confirmed visually what Ephraim was already receiving through his mind-impulse link. The landscape outside the Nova had completely changed. Gone was the open vista of the ice field; now he could see nothing but a dense fog bank of smoke. The Titan's sensors were affected too, an impenetrable wall of radiation making them next to useless, the same probably having prevented the Phantom Titan from locating the Nova sooner. However, all that was about to change. The Nova's systems were registering a strong wind coursing down from the north that was already dissipating their protective shroud, finally unveiling the devastation that surrounded the Titan.

Before Ephraim could completely take in the nightmarish sight of the charred and mangled metal that had once been the Magnus Canis, bright flashes lit up the retreating smoky haze. Striding backwards out of the murk came the Warhound Titan Tempus Prima, its blast gun and turbo-laser blazing with each step it took. Its target emerged out of the dissolving mist – it was the Phantom Titan, the same behemoth the Nova had hit earlier with its Apocalypse missile strike. The Eldar Titan's left arm now hung lifelessly by its side. Its right weapon arm, however, was functioning perfectly. Ephraim could already see the energy haze beginning to form again around the tip of its weapon, and the low pitched howl of the building force within the xenos weapon made for a ferocious war cry.

Princeps Ephraim immediately ordered the Nova to fire. Its guns, however, remained frustratingly silent. Ephraim frantically searched its logis-banks for the problem but Magos Riemann was one step ahead of him. The weapons tracking systems had been damaged and still hadn't re-engaged. Until Magos Riemann could restore them, there was little the Invictus Nova could do to assist the Warhound and its crew.

The Phantom Titan's pulsar punched heavily into the Tempus Prima, which had to take a step back to brace itself. Then, with one last blast from the Phantom's weapon, the Warhound's void shields flickered and failed. The Invictus Nova's princeps raged with frustration as the weapons systems of the Nova remained dark and unresponsive. Already the haze of energy was building again around the Phantom Titan's weapon as it prepared to fire once more.

Suddenly, streams of smoke and fire shot past either side of the Invictus Nova at supersonic speed. Thinking for a moment that the other Phantom had rejoined the fight, Princeps Ephraim's spirit soared as he realised it was a barrage of Apocalypse missiles. The Exaro Titan maniple had arrived.

Little could have survived such an onslaught, but the Eldar war god defiantly stood its ground as it was hit repeatedly by the missiles. At that same moment, the weapons systems of the Invictus Nova finally powered up, the green flashing icons on Ephraim's console a welcome addition to the ident symbols of the second Legio Gryphonicus maniple it was now displaying. Not waiting for the other Gryphonicus Titans to catch up, the Reaver Battle Titan Invictus Nova and the, badly damaged but still functioning, the Warhound Titan Tempus Prima set off for the mountains after the now rapidly retreating Eldar Phantom Titan.

and when they reached the Delta, their deployment was more of a mad dash for the shelter of its icy canyons than a carefully orchestrated manoeuvre. As Alaitoc's pilots banked round again for another aerial attack, the first Imperial Guard squads to reach the Tormus Delta barrelled out of their vehicles as fast as they could, quickly followed by thousands more Guardsmen following close on their heels.

Soon, a sea of deserted vehicles began to stretch back across the Alacian Plains until those travelling at the rear of the convoy were forced either to ditch their own transports there and make their way through the labyrinth of abandoned Crassus on foot, or break away and enter it via one of its many other entrances further to the east or west. By the time the last troops had entered the interior of Tormus, the landscape around it was littered with smouldering wreckage and hundreds of dead and wounded Guardsmen. In contrast, Alaitoc's pilots had survived the assault virtually unscathed, and as General Odon predicted, they immediately turned north to add their firepower to that of their Mymeara brethren.

DEATH WITHIN

Company Retribution advanced warily into the Tormus Delta, its squads scattered amongst the tangled pathways. With medium to long range vox-transmissions absorbed by the high walls of ice and rock, it was impossible to coordinate, let alone locate all the disparate bands of Guardsmen dispersed within the delta's midst. Barely having escaped the airborne assault and with no way to contact anyone not within line of sight, their officers followed the last order they had received – locate and destroy the enemy.

The Eldar had taken full advantage of their earlier airborne attack to disperse their forces within the Delta. Alaitoc's Rangers, dropped in by the Eldar Falcons now making their way north towards Company Vengeance, had already advanced into the ice labyrinth, tearing through its winding passages with unnatural speed before agilely scaling sheer sided ice walls, seeking any advantage they could gain against the oncoming Imperium force. Hidden under their long, flowing cameleoline cloaks, scores of rangers were now positioned throughout the Delta, coordinating Alaitoc's advance with lethal precision.

They had been joined by hundreds of Eldar Corsair troops who mounted hit and run attacks upon the Imperial Guard squads as they worked their way further into the Delta. Using the element of surprise to their advantage, the bands of Corsairs stealthily worked their way along the tops of the canyon walls, then either fired directly down into the squads below them or dropped down and wreaked carnage in their midst. With the Imperium's officers unable to alert each other to the threat of ambush from above, dozens of Retribution's squads were completely wiped out by the vicious assaults of the Eldar outcasts. As Alaitoc's warriors joined in with the battle, the atrocities escalated. The most horrific fighting occurred in the north-west of the canyons. Eight squads of Guardsmen moving together were pinned down by sniper fire the moment they entered a large gorge. Firing at them from the overhanging cliffs, the Rangers forced the squads to seek what little shelter there was, their accurate shots hitting anyone who dared to break cover to fire at them. Hunkered down there was little the Guardsmen could do but pray that their frantic requests for assistance over the static filled vox-net would be answered. What came though did not wear the uniform of the Cadian 6th or any of the other hastily assembled regiments from the system; instead one of the most terrifying facets of the Eldar army unleashed itself upon them.

The Guardsmen watched with disbelieving eyes as tendrils of bright white energy clawed into realspace, quickly

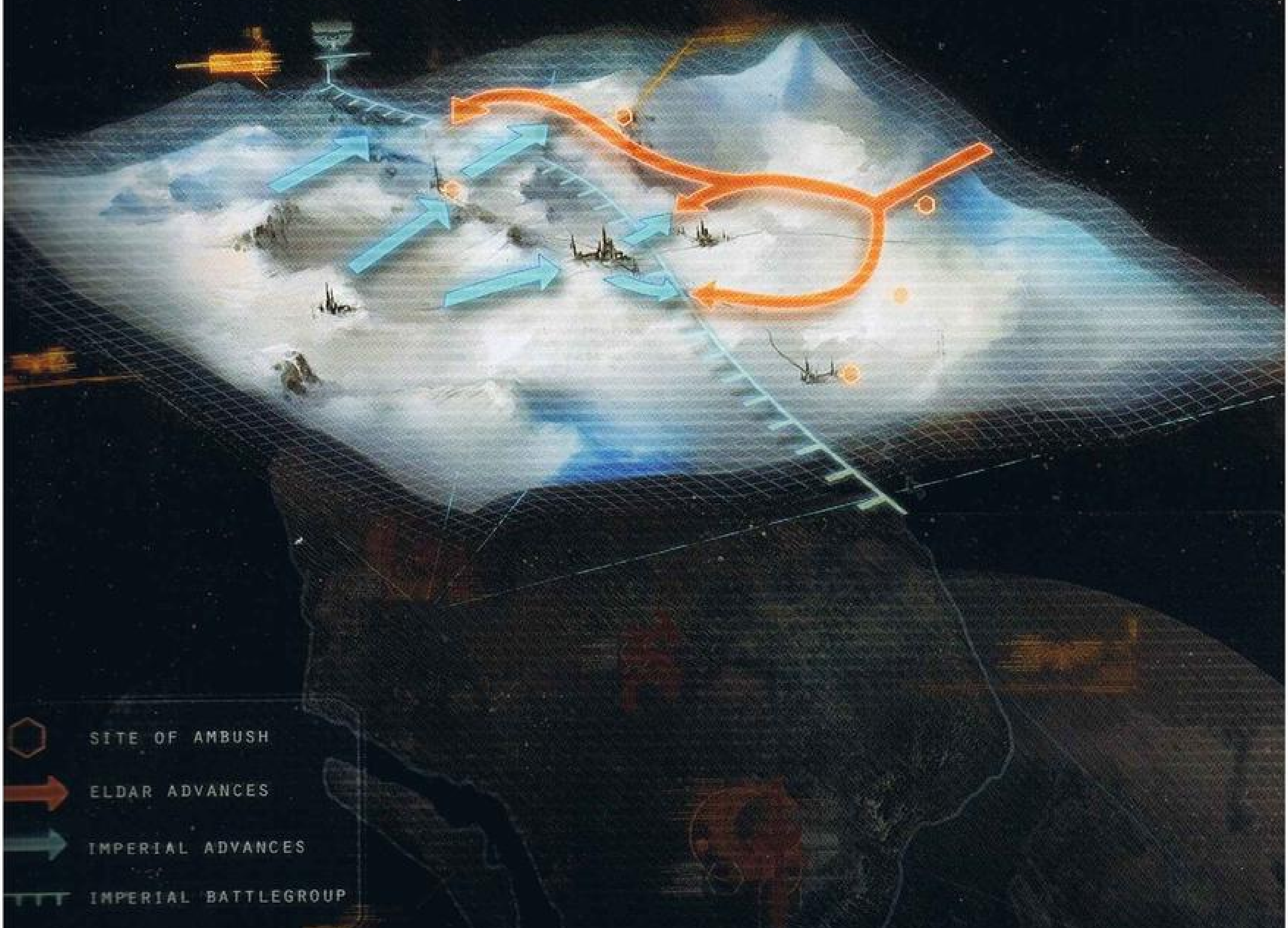
The defence of Betalis III flickered on the banks of pict-screens within Inquisitor-Lord Danzk's command Chimera, his augmented eyes flashing with inhuman speed from one image to the next. In the north-west of the Alacian Plains, the Leman Russ and Chimera squadrons of Company Vengeance were holding their ground against Mymeara's armada, the battlefield strewn with the wrecked hulls of Imperial tanks and burning Eldar craft. But with Alaitoc's squadrons almost upon them, Vengeance faced odds it was unlikely to survive, and in the south, at the Tormus Delta, the battle was just as equally brutal where the thousands of Guardsmen of Company Retribution faced the wrath of Craftworld Alaitoc's troops.

To Inquisitor-lord Danzk these matters though were of little concern. Millions died each day defending the Imperium in such battles; that was the price the citizens of the Imperium paid in return for the protection the Emperor bestowed upon their worlds and their families. What courted his attention instead were the events unfolding in the east, just beyond the Alacian Plains. A new wave of craft from the Mymeara portal had been picked up by one of the servitors, and instead of joining the battle against Vengeance, they had taken great pains to circumvent it. Now they were headed directly eastwards and moving across the Tarandor Isthmus. This was exactly what Inquisitor-lord Danzk had been waiting for, the moment when the Eldar finally showed their true intentions on Betalis III.

Given the resources they had deployed upon it, something on this world was clearly considered of such high importance they were willing to risk outright war with the Imperium to acquire it. The break-away force he was watching on his pict-screen now confirmed what he had suspected all along; the battles being fought by Vengeance and Retribution were nothing more than a distraction.

The Inquisitor-lord ordered for a vox link to be opened to Colonel Vlaar at Port Ryira. Whatever the Eldar's plans were, now was the time for him to act.

Company Vengeance Force Deployment
Departmento Munitorum sanctioned
Origination: Cadia Archive records – 6th Armoured Regiment, Betalis System Garrison
Date Accessed: 895.M41+++
File: Betalis III – Alacian Plains
Sector 027/4 – North-eastern quadrant; engagement +2.46 hrs
Author: Captain Mokvar
Creditation: The following account has been verified and sanctioned by the appropriate authorities.
Account: [894.M41] Elements of the xenos force [origination - Mymeara Craftworld] broke through our flanks by moving west through the Saint Bactus Fresh Water Drilling fields. Our tanks engaged them within the drilling fields, destroying two enemy Walker squadrons and routing a third. It is believed that their target was General Odon's command squadron which was based a short distance away.



coalescing into pools of retina-blinding light. Before the Guardsmen could react, a lethal cloud of monomolecular wire spewed from each portal. The razor-sharp threads scattered through the gorge, effortlessly penetrating any environment suit they came into contact with. Within seconds the canyon was echoing with hideous screams as the victims of the lethal strands were eviscerated, the only evidence of the carnage wrought within their bodies a spray of blood splattered across the snow as the filaments retracted.

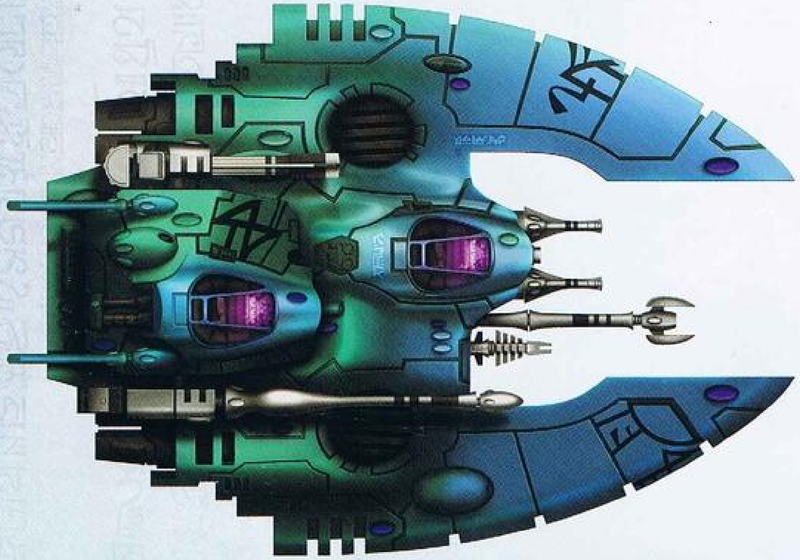
As each of the coruscating warp-lights faded, the Warp Spiders that had manifested within them leapt into action, wielding their powerblades in great sweeping arcs which sliced cleanly through torsos, severing limbs and heads from bodies with consummate skill. Then, with their first strike complete, the Aspect Warriors faded back into the Warp, the afterglow of their departure dazzling all whose eyes were hypnotically drawn to it, etching their sight with chaotic, leering faces that gazed hungrily at them from the Immaterium.

The gorge soon became little more than a charnel house as the massacre was repeated, despite the fierce resistance put up by those Guardsmen who had recovered the wit to do so. The Warp Spiders expertly traversed between realspace and warpspace until their objective was achieved, then vanished completely. It had taken them less than three minutes to kill over eighty Guardsmen and there was no evidence that the Aspect warriors had suffered any injury in return.

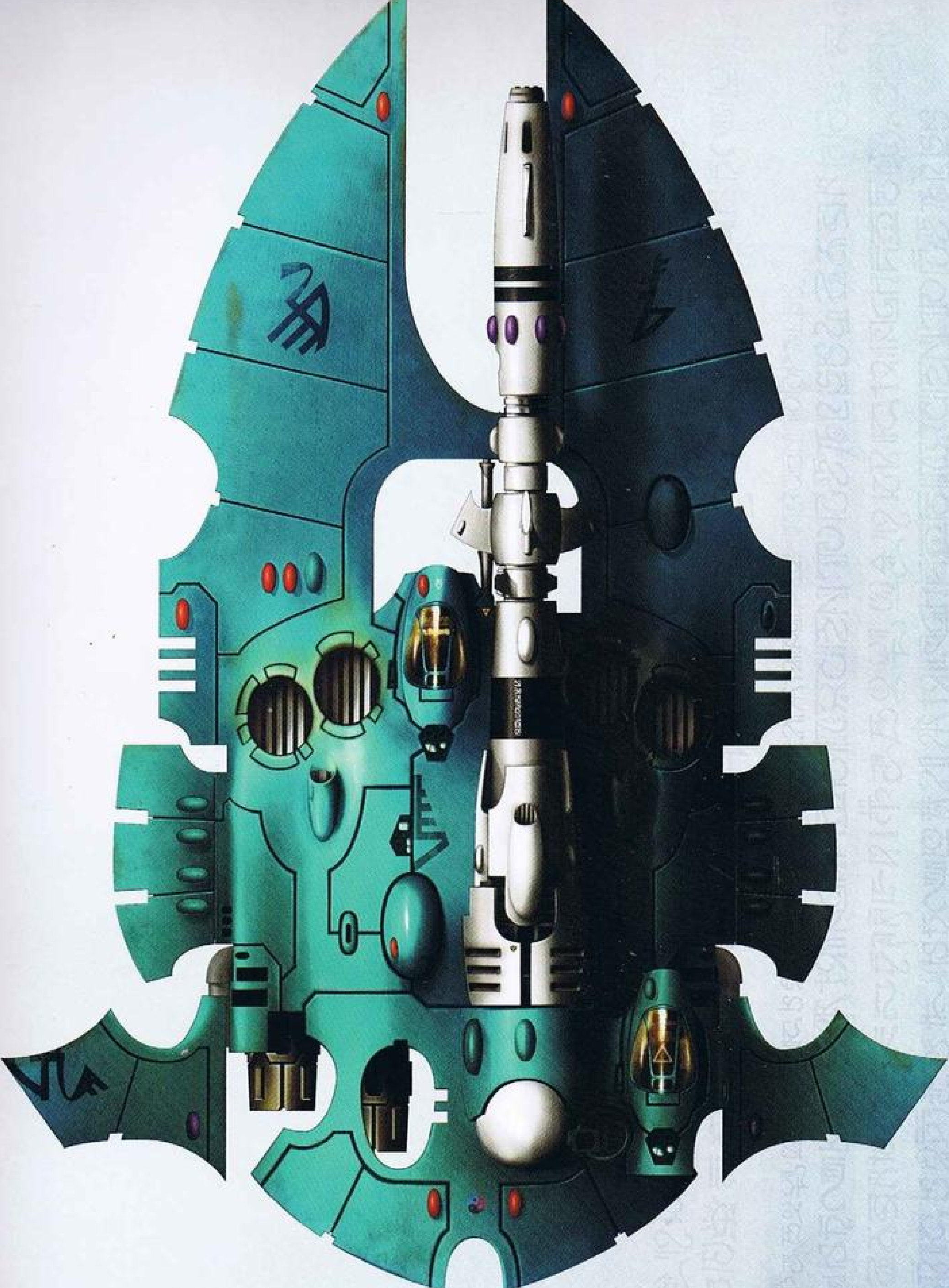
With battle joined, the forces of Alaitoc and Retribution clashed throughout the Tormus Delta, thousands on both sides fighting for their lives within its icy labyrinth. Guardians, having already seeded crossing points between the canyons with heavy weapons platforms, fired at any Guardsman that passed within their sights. The troopers mounted their own ambushes in return, risking the slippery ascent up the canyon walls to stake out the upper pathways. From there they threw frag grenades down into the paths of war walkers who had been restricted to single file in the tighter confines of the delta. Then as the Eldar war walkers returned fire, the squads melted away, taking advantage of their lofty positions to leap out of danger and into the adjoining canyons. Death stalked the Tormus Delta, and who would win and who would survive would be determined over the next few murderous hours.

FRACTURE

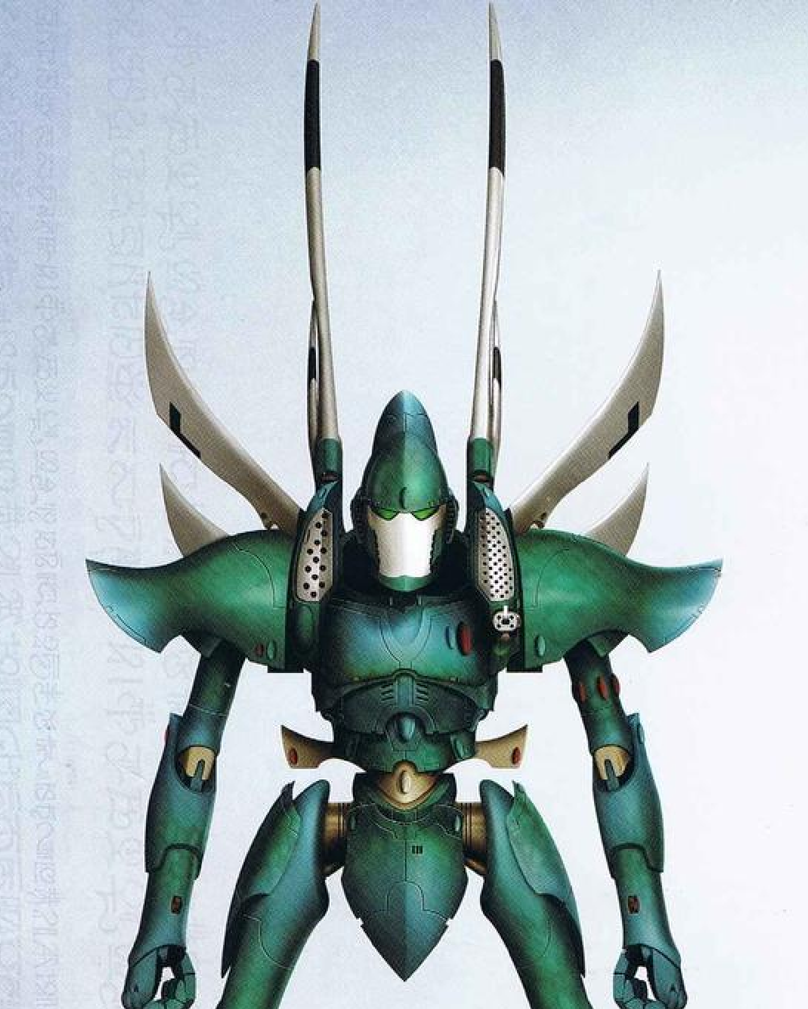
The earlier defeat of the Phantom Titan was a victory the forces of Battle Group Odon desperately needed. In the west the battle was quickly turning against Vengeance and a new wave of Eldar craft had been reported appearing from the direction of the Mymeara portal. All who watched expected this second wave to reinforce the Mymeara attack, but instead they carried on heading west directly towards the Tarundor Isthmus. The actions of this breakaway Eldar force were a complete mystery to the veteran general, but with Battlegroup Odon's infantry and vehicles wholly committed on the Alacian Plains and in the Tormus Delta there was little he could do to prevent its advance.



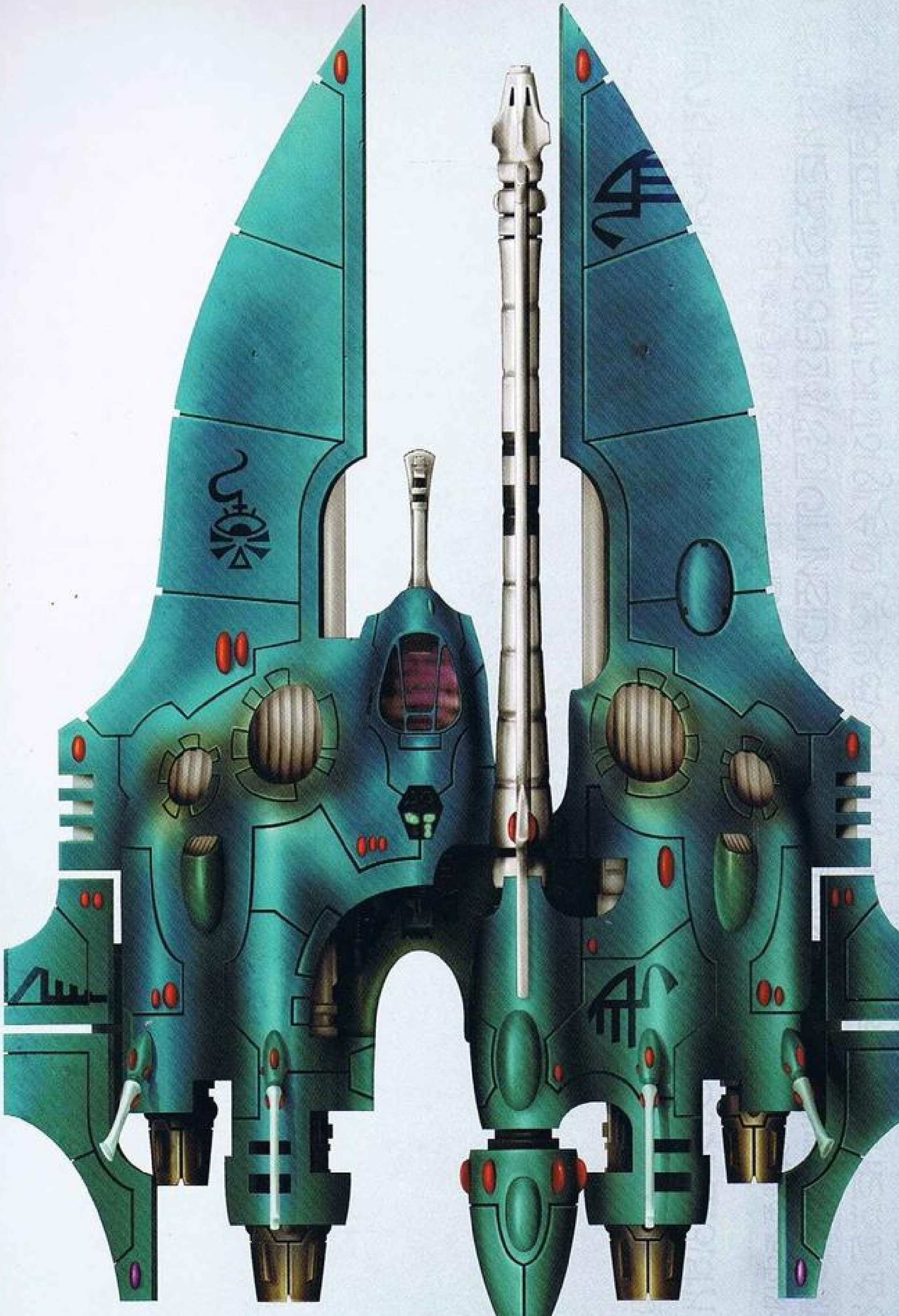
Eldar 'Falcon' type Grav Tank. One of the most common Eldar armoured units, this example is shown with the panoply of the Mymeara Craftworld.



Eldar 'Cobra' Super-heavy Tank. This large skimmer tank possesses a deadly warp-distortion based weapon classified as a high-level threat to all Imperial armoured units and Titans. This example is one of several identified in the service of the Mymeara Craftworld.



Eldar Phantom Titan. Several of these rare war machines, equivalent in power to an Imperial Battle Titan, were engaged in combat by the Legio Gryphonicus during the Betalis campaign.



Eldar 'Lynx' Super-heavy Grav Tank. Rarely encountered compared to other Eldar heavy units, this Mymeara Lynx is configured with a Sonic Lance armament
The recovery of battle wreckage of this type was deemed a high priority by the Adeptus Mechanicus.

CHAPTER FOUR

The Tide Turns

War raged upon Betalis III, and in the heavens above it the few remaining Imperial Navy vessels in the Betalis system had retreated to the one place even the Corsairs would not dare venture: the corona of the crystal-blue Betalis star. Amongst its gaseous outer regions, the flotilla of Imperial Navy ships was almost invisible to the keen-sighted Outcast pilots and their sensors, but there was a high price to pay for the star's protection. Already its radiation was leeching through the outer hulls of the smaller craft and reports of fatalities were increasing by the hour. The risks of remaining near to the star though were far outweighed by those they'd face from what waited for them beyond it. The Corsair fleet of the Void Dragons now roamed the voids between the Betalis system's worlds unchallenged, easily picking off the few Imperial Navy vessels who had been unable to reach the safety of the star's corona in time. The Eldar stranglehold on the Betalis system though was to prove short-lived.

The first indication those fighting for survival on Betalis III had that reinforcements were on their way was when the Corsair armada that had joined in the assault on Company Vengeance turned their vessels starwards and deserted their Craftworld brethren. With billions of men and machines of war at its disposal, all that the galaxy-spanning Imperium of Mankind had needed was time, and General Odon's request for reinforcements had been answered in full by the planets and Imperial Navy bases of neighbouring systems. Thousands of the Emperor's own were en-route to relieve the besieged defenders, and at the head of the speartip were the Strike Cruisers of the Space Wolves Great Company of Bran Redmaw.

The Space Wolves' battlefleet was first to appear at the system's outer boundaries, and like a ravening pack of wolves it tore a path straight through the Corsairs' Aconites, Nightshades and Hemlocks. Without stopping it continued towards Betalis III, the Eldar fleet soon realising why it had not turned to follow up on its initial strike. A second wave of Imperial ships had appeared in-system closely behind the Space Marines and the Corsairs were soon outflanked as the massive Imperial Navy armada rounded on them.

The Eldar outcasts at first held the advantage in terms of speed and agility and wove a deadly path through the squadrons of Imperial fighter craft as they launched. Soon though the Void Dragons were faced with overwhelming odds and for each ship they destroyed, the Corsairs found themselves evading the guns of two more. As well as coming to the aid of the defenders of Betalis III, sector command had determined that its system was to finally be scoured of the Eldar that had plagued it for centuries.

As the Imperial Navy engaged with the Void Dragons, Bran Redmaw's fleet continued towards Betalis III in a furious blaze of destruction. In all that time only once did it break its own counsel and contact those fighting on the planet below. The short message was broadcast by its Wolf Lord, Bran Redmaw himself, and was sent directly to Inquisitor-lord Danzk's command Chimera, the bitter hatred the Space Wolves Chapter reserved for the Inquisition still burning from their clash over the massacre at Armageddon centuries before.

"We fight for the All-father, Inquisitor. Do not cross our path."

CARNAGE WITHIN THE DELTA

The Space Wolves wasted little time in deploying onto Betalis III. The skies above the Tormus Delta, where the men of Retribution were fighting a furious defence against Craftworld Alaitoc's forces, were slashed with over a score of fiery contrails as the Chapter's drop pods plummeted from the heavens, the Claws of Russ digging deep into the ice world as close to two hundred Space Wolves made planetfall. The instant the disembarkation ramps unfolded, each drop pod unleashed its deadly cargo, and with fire in their hearts and bolters at the ready, the Space Wolves stormed towards the icy labyrinth.

Company Retribution had already begun to reestablish communications even before the Space Wolves' drop pods had landed. As the Eldar Rangers and Corsairs had done before them, teams of vox operators had climbed above the transmission-deadening icy passageways and were now able to relay orders between the scattered forces. Sniper fire from the Eldar Rangers was taking a toll on their numbers, but enough were able to evade them for Retribution to finally start fighting as one coordinated force. The effects of this were soon felt by the Eldar. Where once the support platforms manned by pairs of Eldar Guardians had cut a swathe through the frozen passageways and dominated large sections of the Tormus Delta, Retribution's squads now set to work in a two-pronged assault. Moving through adjacent canyons, strike teams would fire mortars over the canyon walls or fix explosive charges to the thin barriers of ice and rock between them, discharging a lethal hail of shrapnel into the Guardians' positions as squads of Guardsmen, waiting just out of harm's way, stormed through the settling dust and eradicated any Eldar who had survived.

In the south-west of the Delta, where both sides had seen some of their fiercest encounters, Retribution's officers moved in their most experienced troops. Following a barrage of heavy weapons fire guided in by vox teams and Guardsmen acting as spotters, Veteran Cadian squads stormed the Eldar battle lines en masse. In response to Retribution's new offensive, Alaitoc's Farseers moved in squads of Dire Avengers, and their lightning fast assault soon cut into the Guardsmen's gains. The men and women of Retribution died in droves, whole squads being cut down by shuriken catapult fire or upon the blades wielded by the expert Eldar swordsmen. This, though, was where the Sons of Russ came into their own.

The Space Wolves of Bran Redmaw's Company charged through the network of canyons and gorges, obliterating any resistance they met. Packs of Grey Hunters prowled the maze and the canyons echoed with the shriek and roar of shuriken fire and bolter rounds as they unleashed their wrath upon the Eldar. Then bloodied, their ceramite armour scored in numerous places, they would emerge triumphant and move on implacably to their next objective.

Of all the bloody conflicts the Space Wolves were involved in within the Tormus Delta, the most daring were initiated by Space Wolves Swiftclaw packs. Able to move at speed through the narrow, twisting passageways, the biker squads sowed havoc and confusion. The first an Eldar squad would know of their approach would be the roar of attack bike engines, followed by the thunder of bolter fire as they tore through their ranks, leaving nothing but carnage and death in their wake. The impatience of youth though usually comes with a lesson to learn, and in the heat of battle this rarely ends well for even those as powerful as the super human warriors of Mankind. Bolstered by their victories, it did not take long for the headstrong Swiftclaw packs to attempt to outdo each

Bran Redmaw breathed slowly and deeply, his lungs filling with the crisp, sharp air of Betalis III. It was a simple act, but one which would have suffocated an ordinary human as the lining of his lungs froze and alveoli burst in the sub-zero conditions. The Wolf Lord's gene-enhanced respiratory system could easily cope with atmospheres far colder than this, and as the breath flowed through him, his neuroglottis set to work filtering out the scents of battle that hung upon it.

Standing on a snow-capped tor, three black-maned wolves prowling around him, Wolf Lord Bran Redmaw watched his battle-brothers head off into the Tormus Delta. In the hundreds of battles he had fought as commander of the Great Company, he had always been accompanied by a squad of the most venerable of his wolf brothers, but not this time; instead the honour of leading them now fell to the Great Company's second-in-command, Wolf Guard Skallagrim. It was not an easy decision for Bran Redmaw to make. Ever since Logan Grimnar had ordered him to bring his Company to the defence of this world, his mind had been plagued with visions of his body and soul finally succumbing to the curse of the Wulfen, transformed into a ferocious wild animal, more beast than man, that would stop at nothing to tear its prey apart and feast upon their bloody entrails.

Bran Redmaw had believed these visions to be long-buried memories from the time when he had drunk from the Cup of the Wulfen many centuries before as part of his initiation into the ranks of the Space Wolves. He had also thought the icy realm he had prowled upon to have been Fenris during his long and dangerous trek back to the Citadel of the Fang. But now, standing here, looking out upon the ice world of Betalis III he knew different. This was the world he had seen and would be where he would have to defeat the curse that haunted him or be lost to it forever.

other's achievements, boasting over their vox comms of how far they had moved behind enemy lines and the tally of their kills.

For one Swiftclaw pack, their bravado was to prove their undoing. Speeding through the south-east of the Tormus Delta chasing a small squadron of Eldar war walkers, the pack blindly drove into an ambush. Luring them into a large gorge, the war walkers quickly accelerated into the canyons beyond, leaving the slower Swiftclaws in their wake. The Space Wolves were not alone though, for standing like tall marble statues within the gorge were five Eldar Wraithguard, led by their Wraithseer. As one the eerie wraithbone constructs opened fire.

Like the much larger versions wielded by Mymeara's Phantom Titans, their wraithcannon created rifts between the Warp and realspace in the path of the bikers, instantly tearing apart one of the Space Wolves pack and throwing their Wolf Guard leader from his speeding vehicle as tendrils of the dark energy lashed out at it. Dazed but still conscious, the pack's Wolf Guard leader voxed an immediate request for reinforcements, knowing that his pack would not last long against such a foe. All Space Wolves in the vicinity not already engaged in combat would immediately come to their assistance, but in the meantime the Swiftclaws would have to deal with the implacable advance of the Wraithguard and Wraithseer on their own.

Those still mounted on their bikes roared towards the ethereal warriors, blasting bolter round after bolter round into them. Guided by the spirit stones of long dead Eldar, the towering Wraithguard showed no fear as they weathered the fire storm, and fired once more upon the bikes, killing another Swiftclaw as the Space Wolves jinked and weaved to avoid them. Lying injured beneath his bike and unable to move, the Wolf Guard pack leader ordered his battle-brothers to reform and concentrate their fire upon the leader of the Wraithguard, its Wraithseer. Once an Eldar warlock who had died long ago, its spirit now once again directed the actions of its kin. Rather than trying to take out all the Wraithguard, if the Space Wolves could injure or kill it, they stood a greater chance of surviving their encounter with these ancient Eldar warriors. Snarling their rage, the Swiftclaws gunned their engines to full speed and circled round the wide gorge to attack the Wraithseer, the Wraithguard raising their wraithcannon to fire again. It was then that the Wolf Guard pack leader noticed that the Swiftclaws had made a tactical error. They had naturally closed formation as they had circled round. Given their proximity to each other, one hit on target by their enemy would see them all torn apart.

Their deaths were prevented by the arrival of one of the Great Company's few Dreadnoughts. A steady stream of bolter casings fell to the ground as it fired into the gorge from the passage it had arrived from. The Dreadnought's rounds tore into the Wraithguards' position, critically damaging one of the five, its spirit stones and armour shattering like ice. In response to this new threat, the Wraithseer turned into one swift motion and, with an unnatural strength, threw its wraithblade at the Dreadnought.

The faintly glowing blade dove deep into the armour protecting the sarcophagus of the Space Wolves warrior within. The Wolf Guard raged as he witnessed the death of the Dreadnought's occupant. Powerless to help, he howled out his fury.

The Wolf Guard's battle-call did not go unanswered.

FIRE FROM THE HILLS

Watched intently on the pict-screens of Port Ryira, the wave of over two hundred Mymeara Jetbikes, Vypers and Falcons that had earlier bypassed the battle against Company Vengeance flew on to the Tarandor Peninsula. The armada did not turn immediately north to Port Ryira as expected but continued directly eastwards towards the

Hearing the cries of one of his pack, the snarling Redmaw raised his head and replied with a terrifying howl that echoed deep into the snow clouds above. In the last few hours, the Wolf Lord had been transformed, succumbing at last to the Curse of the Wulfen as each battle he had fought fed the bestial rage within him. There was little left of the Space Marine and what remained human after that; now he was a snarling creature consumed by rage and fury.

The Redmaw raced through the maze of passageways, the last of the surviving black-manned wolves following close on his heels, its wolf-brothers having died in earlier battles against the Eldar. They tore into the canyon where the Swiftclaws fought. The Redmaw no longer recognised the men he had commanded, just their scents. To him they were just part of his pack, and as alpha male he was driven by the urge to kill what threatened them. Without pause, the Redmaw charged and pounced upon what his instincts told him was his rival for this territory.

Fighting against the instinct to reel at the touch of its unnaturally cold skin and lack of scent, the Redmaw opened his jaw wide, briefly tasting the now steadily falling snow, and bit down hard upon the back of its neck. There was no flesh for him to rip apart there though. Instead there was just a feeling he knew too well, that of death. The Redmaw increased his efforts, determined to taste its blood upon his lips, but his prey showed no sign of feeling pain or fear. Instead it reached round over its head and seized him by the scruff of his neck. The Redmaw roared with agony as the creature in one swift motion smashed his body down upon a nearby boulder. Charging to the defence of its pack leader, the black-maned wolf leapt at his assailant, only to be caught in a flash of light that dazzled the Redmaw as he hazily watched its efforts. Another of the strange pack of creatures had come to the aid of its leader, but his wolf-brother's sacrifice had given the Redmaw the time his body needed to recover. As he tensed his muscles to attack his prey again, he sensed the presence of something new, up on the walls that towered high above them.

***

Raising his staff towards the sky, the Space Wolves rune priest, Finnbjörn Runeforger, called the full fury of the growing blizzard down upon the guardian of the ghostly warriors. Focussing its attentions on the beast before it, the Wraithseer was unprepared to rebuff the sudden, deadly assault. Its wraithbone body was bombarded by a storm of razor sharp ice shards that struck it from the swirling clouds above. Unable to defend itself against such a deadly force, the Wraithseer's surface began to pit and fracture as the shards drove cracks into it. Drawing deep upon his physical and mental reserves, Finnbjörn increased the icy barrage, splitting the Wraithseer's body into a thousand pieces.

The destruction of the Wraithseer immediately broke the Wraithguards' focus upon the mortal realm. As their minds drifted once more back to the spiritual plane from which they had been called, the Eldar wraithbone constructs they had briefly existed in slowed and stilled, now nothing more than monolithic statues standing watch over the devastation they had wrought upon the Swiftclaw pack.

The creature Bran Redmaw had become howled in fury that his prey had been taken by another, his piercing red eyes focussing on the new challenger to his status. The Redmaw's instincts urged him to attack and as his senses swiftly worked upon a way to reach it, something from deep within made him pause. His wolf-spirit had sensed something familiar in the eyes of this new creature, something that had stilled his fury for the briefest of moments. The desire to rip its throat out quickly faded and hearing the sounds of the enemy off in the distance, the Redmaw bolted off in search of new prey.

Finnbjörn watched the creature he knew to be his battle-brother leave. The Wolf Lord was limping from his injuries but already his gene-enhanced body was beginning to heal him, the Larraman cells clotting his blood and sealing his many wounds. In the brief moment the Rune Priest had looked directly into the eyes of the creature the Great Wolf had become, Finnbjörn had seen the merest hint of the warrior-brother he had fought alongside in battle for centuries.

Once he had overseen the recovery of the injured and dead Swiftclaws from the gorge below him, Finnbjörn would report what he had seen back to Brother Ulrik, the High Wolf Priest of the Space Wolves Chapter, the oldest and most respected of their kind. The Wolf Lord had won his battle against the beast that raged within him and would soon return again to the great halls of Fenris.

large mining complex of Aresta IV. The facility was home to over nine hundred workers and their families, and as air raid sirens blared through the hab block shanty town that stretched across its eastern side, the workers' militia were already charging into position, manning the bunker sited heavy weapons that were the core of Aresta IV's defences. Joining them were the few elements of Battle Group Odon not fighting out on the Alacian Plains, mainly support staff and the first of the injured Guardsmen that had been brought back behind the battle lines.

Regardless of injury or rank, all who were capable of fighting picked up a lasgun and prepared to defend themselves as the Eldar strike force launched itself upon the mining complex, Jetbikes and Vypers breaking formation and diving down upon the defenders in a hail of shuriken discs and starcannon fire. In return shots from the heavy weapons bunkers and weapons batteries on the upper platforms of the complex pounded the skies. The assault from the air was swiftly followed by sniper fire from the hillsides surrounding the complex where Mymeara's Guardian squads and Rangers had moved into position during the opening attack. The Eldar, it seemed, were intent on removing whatever threat those at Aresta IV posed to them.

Had they believed the facility to be poorly defended, then the commanders of the Eldar strike force were sorely mistaken. Ordered to move immediately into the path of this new Eldar force by the Ordo Xenos Inquisitor-lord Danzk, Elysian Drop Troop squads had already deployed in the hills above Aresta IV. Laying low, the Elysians, near invisible in their camouflaged uniforms, rose up and ambushed the unsuspecting Guardian squads as they passed by.

The presence of the Elysians on the hillsides slowed the Eldar attack but it could do little to stop it. Pouring through the most vulnerable point of the facility, the hab block shanty town, Aspect warrior squads descended upon the militia. Howling Banshees haunted the area where the bunkers had been set up, their psychosonic battle screams paralysing all who opposed them so that there was little resistance from the Guardsmen and workers militia as they were cut down by the graceful warriors.

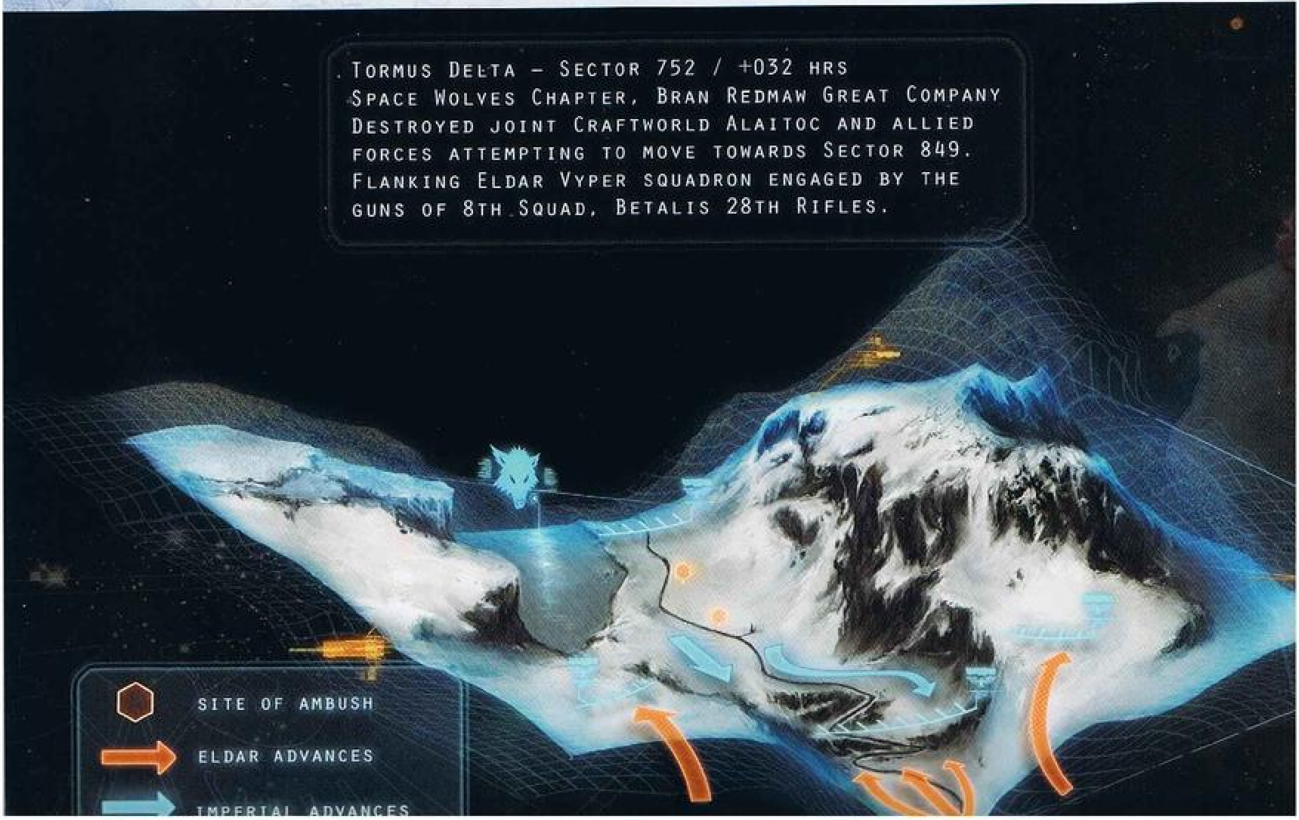
But it was at the entrance to the mines that the worst atrocities were committed by the Eldar. Massive mining vehicles had been driven in front of the entrance to protect the workers who sought shelter within. The vehicles and the militia behind them lasted seconds as the vehicles were melted into little more than slag by the fusion guns of Mymeara Fire Dragons squads, leaving those sheltering within undefended as the Eldar advanced.

The nightmare unfolding at the Aresta IV facility would be short lived though. As the Eldar flyers made for another pass at the heavy weapons teams in the bunkers, Imperial Navy Fury interceptors from the now orbiting fleet dived down through the clearing storm clouds, just as the troop transports of Battle Group Vlaar appeared on the horizon. Perhaps realising that the odds were soon to turn against them, the survivors at Aresta IV watched the Eldar flee.

WRATH OF TITANS

As the Imperium's waves of reinforcements began to spread out across the besieged eastern continent of Betalis III, the Legio Gryphonicus had already engaged once more with the Titans of the Mymeara Craftworld. Still following their original orders, given to them by Inquisitor-lord Danzk earlier that day, the princeps of the Titan maniples had tracked one of their foe to a region just north of where the battle between the Eldar and Company Vengeance was being fought on the Alacian Plains. En route the Phantom Titan had also been joined by three Mymearan Revenant Titans. The second Phantom Titan, damaged earlier by the demi-maniple, had been observed by the Inquisitor-lord's servitors entering the coastal region of the Mymearan portal to the west, and was believed to have either journeyed back through it to the Craftworld or was now standing watch over the portal itself.

Knowing that the presence of the remaining Eldar Titans could tip the balance of battle against Company Vengeance, the princeps of the *Invictus Nova* had ordered his fellow Titan princeps to engage with the Eldar war striders before they got any nearer. Facing an enemy half its number but significantly superior in terms of armament and speed, the Imperial Titan princeps knew that the odds were against them as they stepped into battle once more.



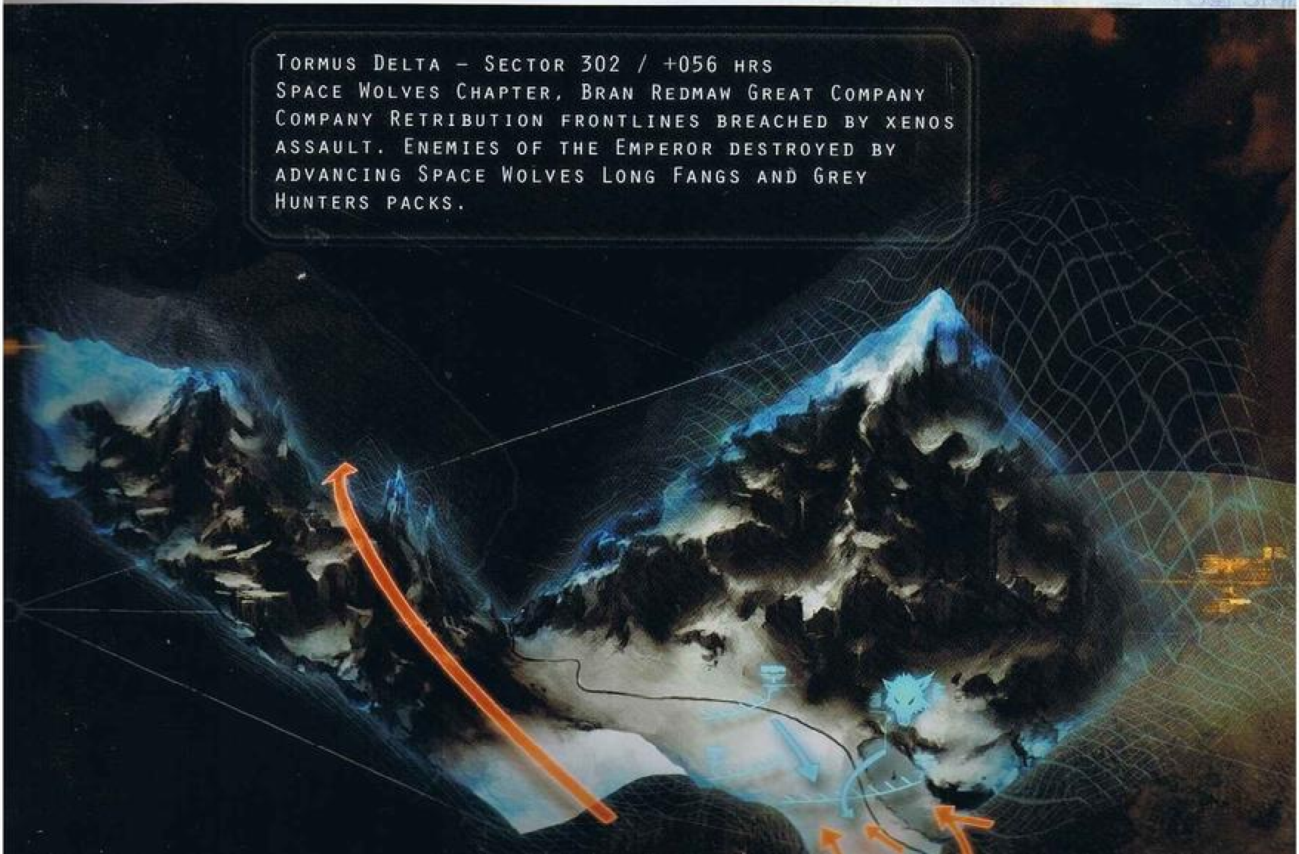
TORMUS DELTA – SECTOR 752 / +032 HRS
SPACE WOLVES CHAPTER, BRAN REDMAW GREAT COMPANY
DESTROYED JOINT CRAFTWORLD ALAITOC AND ALLIED FORCES ATTEMPTING TO MOVE TOWARDS SECTOR 849. FLANKING ELDAR VYPER SQUADRON ENGAGED BY THE GUNS OF 8TH SQUAD, BETALIS 28TH RIFLES.

The Legio Gryphonicus Titans split again into their two original groups. The demi-maniple Nova, now a Titan down after the destruction of the Warhound *Magnus Canis*, first attacked the Eldar Titans and then drew away eastwards into the heart of an ice storm. Their plan worked and the lead Eldar Steersman led his Titan host after them. In a series of skirmishes and assaults that ran over almost half of the length of the continent, the two groups of Titans fought. Moving through terrain much more in their favour than the rocky battlefield further west, the demi-maniple worked its way north-east via a two kilometre section of the highway that wound through and over the mountains. Meanwhile the Exaro maniple headed west and then north again across another part of the highway. As the Eldar Titans followed demi-maniple Nova out on to the ice fields beyond, the Exaro maniple charged in behind them to cut off their exit point.

Over the next hour, the gods of war of both races fought a furious battle. With little shelter save for the vision, obscuring blizzard, the Imperium's princeps resorted to a pattern of feints and strikes to protect themselves from the Eldar's distortion cannons and pulsars. First the demi-maniple Nova would close within range of the Eldar and fire upon them. Then as soon as the *Nova's* shots were away, the Exaro maniple would attack, striding forwards to harry the Eldar Titans, attempting to prevent them from returning fire upon the *Nova* and its Warhound escort.

The battle was not without further casualties. The first was suffered by the Eldar. One of its Revenant Titans was destroyed as it attempted to break away and circle back around onto the flanks of the Exaro maniple. Spotting its ruse, the maniple's princeps ordered his three Reaver Titans and two Warhounds to fire upon its position. Their combined might overloaded the Revenant Titan's holo-fields and severed the power mechanisms within its leg casings. Unable to move, and with its lone crewman probably severely injured or dead already, the Eldar Titan self-detonated, denying certain elements of the Imperium the rare opportunity to study such advanced xenos technology first hand. The Legio Gryphonicus did not escape unscathed either, its Warhound Titans suffering the worst attentions of their foes. Two from the Exaro maniple received direct hits from the twin pulse lasers of the Revenants, one being critically damaged and forced to retreat from the battlefield.

The Phantom Titan was to wreak the most devastation with its distortion cannon. At the height of the battle, it came close to destroying the *Exaro* itself when a shot from its arcane weapon glanced off the shields of the Battle Titan. Had the remaining Imperial Titans not come to its aid whilst the Titan and its crew recovered from the power surge that had temporarily crippled it, then it may have then been destroyed completely.



TORMUS DELTA – SECTOR 302 / +056 HRS
SPACE WOLVES CHAPTER, BRAN REDMAW GREAT COMPANY
COMPANY RETRIBUTION FRONTLINES BREACHED BY XENOS ASSAULT. ENEMIES OF THE EMPEROR DESTROYED BY ADVANCING SPACE WOLVES LONG FANGS AND GREY HUNTERS PACKS.

For what must have been the hundredth time, Princeps Ephraim checked the two dials on his console. The first dial had just reached zero as he looked down again, meaning that the next part of his plan was in position. Immediately Ephraim ordered the Exaro maniple to open fire. He needed to be sure that the Eldar Titans took the bait and did not attempt to circle round him as they had tried to earlier. From out of the west, just as the hurricane-force winds that blew across the open ice field dropped slightly, came a new storm, one of holy wrath as las fire and hard rounds streamed past the Nova, a sudden blossom of light off in the distance indicating they had hit at least one of the following Eldar Revenant Titans.

There was no time to celebrate the skills of the Exaro maniple's weapons moderatii though. The needle on the second gauge was rapidly approaching zero. He needed to move now and move fast. Pushing deep into his link with the Invictus, he searched its already punished systems for any remaining untapped power, the lights in the crew compartment dimming as he took it from anywhere he could. There were barely metres to go before the second countdown reached zero and failing to reach the coordinates was not an option. The Invictus Nova closed the last few dozen metres with barely seconds to spare on the gauge. Princeps Ephraim watched the final numbers count down and prayed that time was on their side.

Four... The air cleared quickly as the fury of the blizzard that had earlier engulfed the region was finally spent, revealing two of Invictus' pursuers only five hundred metres away and closing fast.

Three... Just a few hundred metres behind the two Revenants, the Phantom Titan emerged. A faint dark haze was already wreathing its distortion cannon, just as it had before the Phantom had blasted the Magnus Canis into oblivion.

Two... Ephraim pushed the Invictus Nova harder than he had ever done before.

One... The Invictus Nova reached the designated coordinates just as Ephraim received a message from the captain of the Legio Gryphonicus ship, The Lithore's Vengeance, now orbiting thousands of kilometres directly above him.

"Orbital strike initiated." Seven massive torpedoes descended like blazing comets from the heavens and impacted with the Eldar Titans' position.

When the thunderous explosions had ceased, a thick bank of smoke hung in the air. Ephraim waited as it gradually faded away, ready to move if he caught even the faintest glimpse of an Eldar Titan heading out of it towards the Nova. But instead the dissipating smoke revealed that the landscape seaward had been altered completely. Gone were the kilometres of ice that had stretched out before the Reaver Titan and instead there was now a wide gulf which dropped straight into the deep waters below. Beyond it on the horizon, Ephraim could just about see the Phantom Titan retreating west back towards the Mymeara portal. Its annihilation had eluded the princeps once again but he doubted it would play any further part in the war. The two Revenants of its cadre though would make one more appearance, listed in the great honour rolls of the Legio Gryphonicus as missing, presumed destroyed upon the rocks below.

Although most of the Imperium's Titans suffered from serious battle damage in the engagement, they were to emerge victorious. With the threat of the Mymeara Craftworld Titans removed from Betalis III, the Legio Gryphonicus joined for the final hours of the war with mobile elements of Bran Redmaw's Company that had been set down by Thunderhawk gunships to assist Company Vengeance. The small force of Space Wolves Land Raiders and other vehicles, plus the Legio Gryphonicus Titans, then outflanked part of Alaitoc's armada, blunting its fury and preventing it from fully engaging with Company Vengeance.

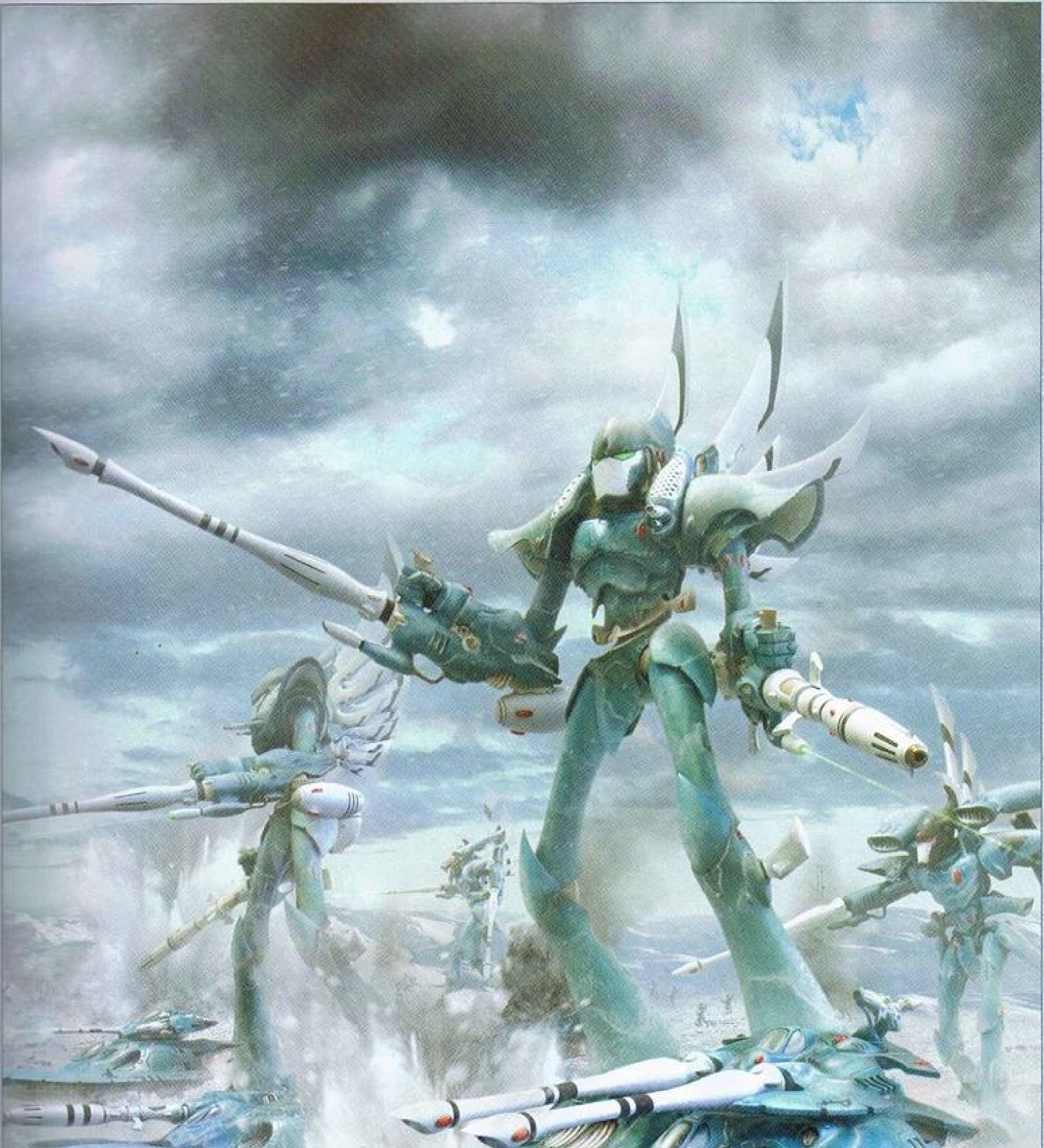
THE TIDE TURNS

With the hillsides around Aresta IV reinforced by the Elysian Drop Troops and forward sections of Battle Group Vlaar, the Imperial Navy squadrons turned west towards Company Vengeance. As the pilots approached the combat zone, they were met by an apocalyptic scene of devastation. Gone were the military-precise squadron formations, and instead remained a few tight pockets of resistance focused upon nothing but the utter annihilation of their foe. Out of the hundreds of Imperial tanks and other heavy armour deployed there, less than a third was left.

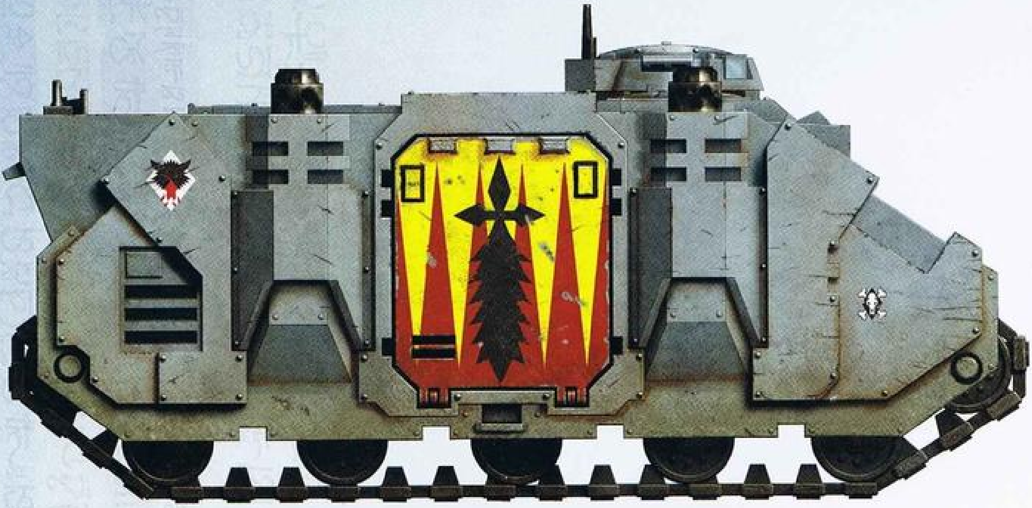
The joint Mymeara-Alaitoc war host had also taken a severe battering. Proving once again his reputation as an expert tank commander, General Odon had organised Vengeance into mobile blocks of tanks that bristled with guns, and for every Leman Russ or Chimera destroyed, four Eldar craft took serious damage or were blown out of the skies. It was the General's tactical experience that had enabled Vengeance to hold out for so long and as the advancing Imperial Navy battle-wing began to move within range, the Eldar craft broke formation and turned back in the direction of the portal that had gained them access to the Emperor's world.

At that same moment in the Tormus Delta, Retribution's vox-network was flooded with reports that Alaitoc's land forces had also broken from battle. Minutes before their war cries had echoed through the canyons, but now the icy maze was near silent. Hundreds of kilometres above the delta, the pict-screens of the Imperial Navy fleet confirmed what all below already knew, the Eldar were retreating.

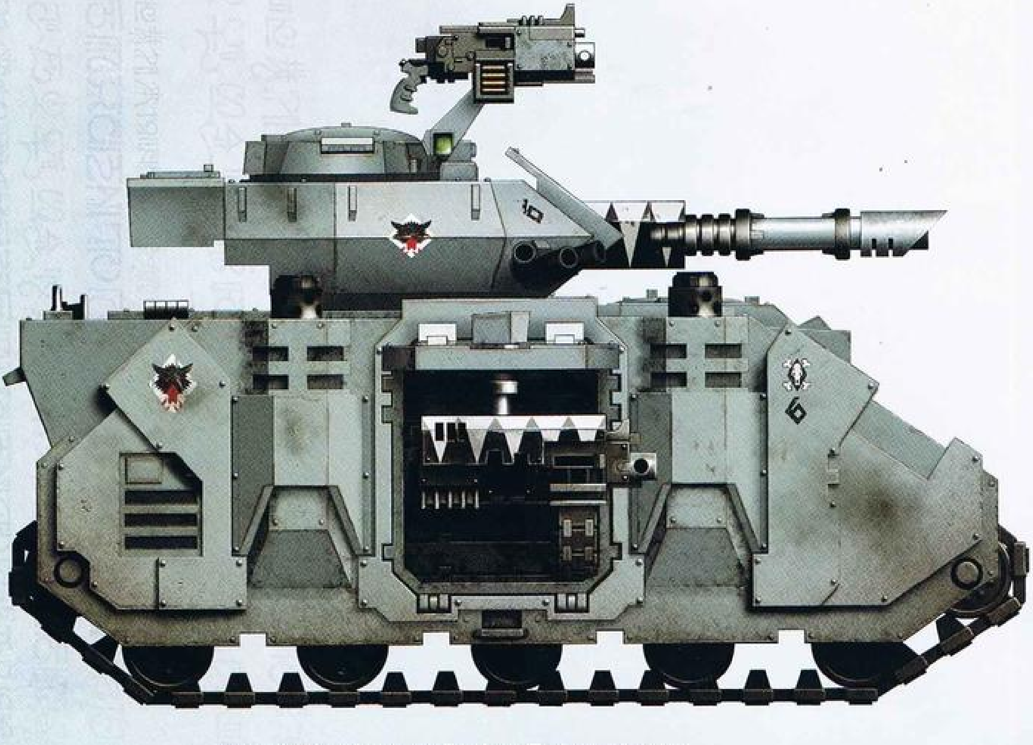
The forces of the great Imperium of Mankind had won the Battle for Betalis III.



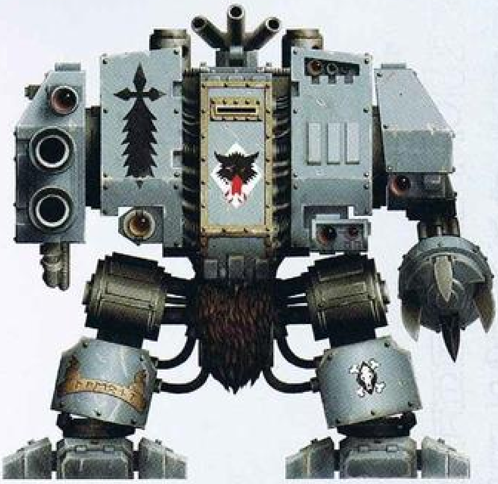
Craftworld Mymeara's forces move out across Betalis III



Space Wolves Chapter, Blood Claws Rhino Transport.
Bran Redmaw's Great Company.

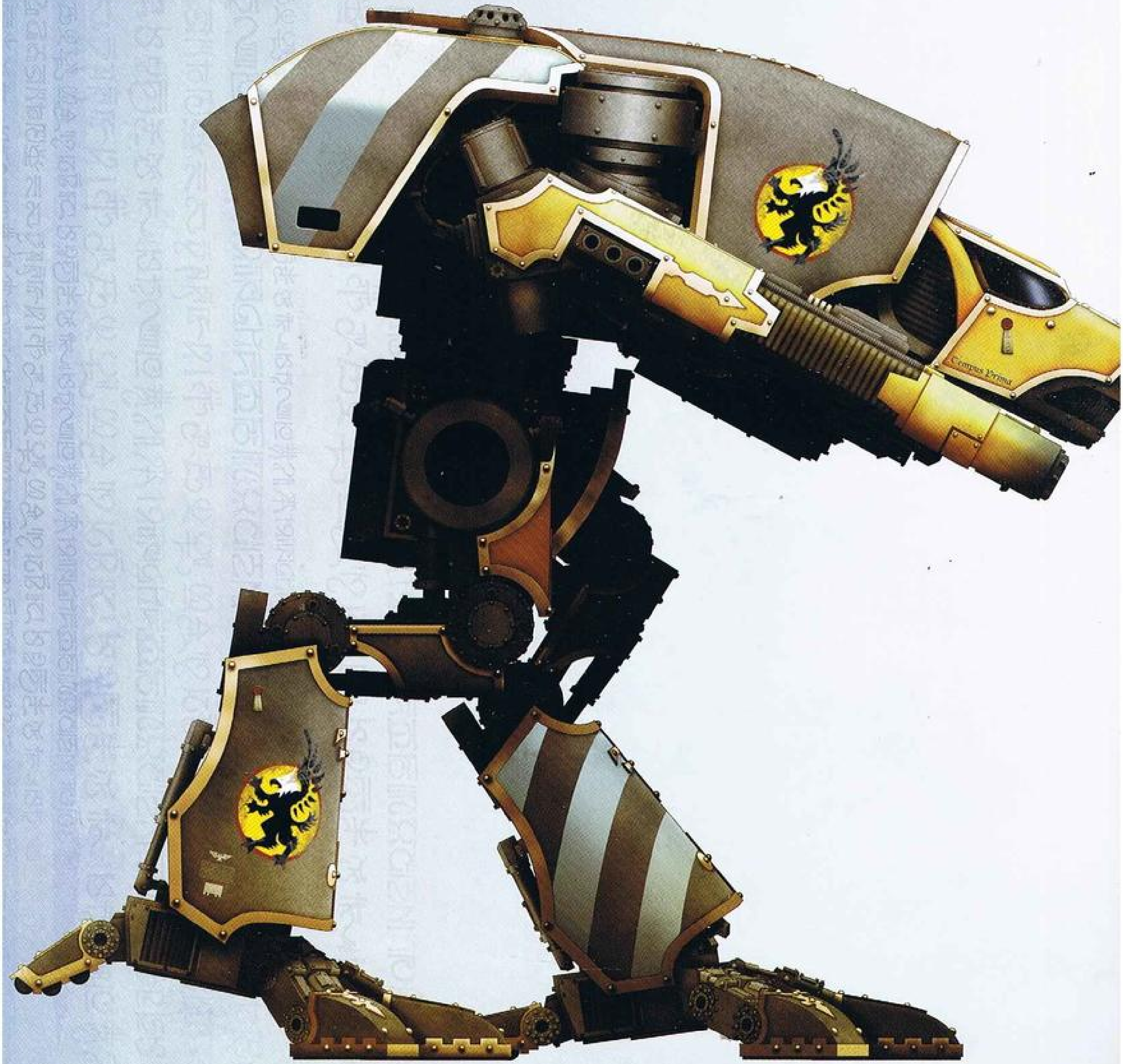


Space Wolves Chapter, Predator Tank (Annihilator configuration). Bran Redmaw's Great Company. .

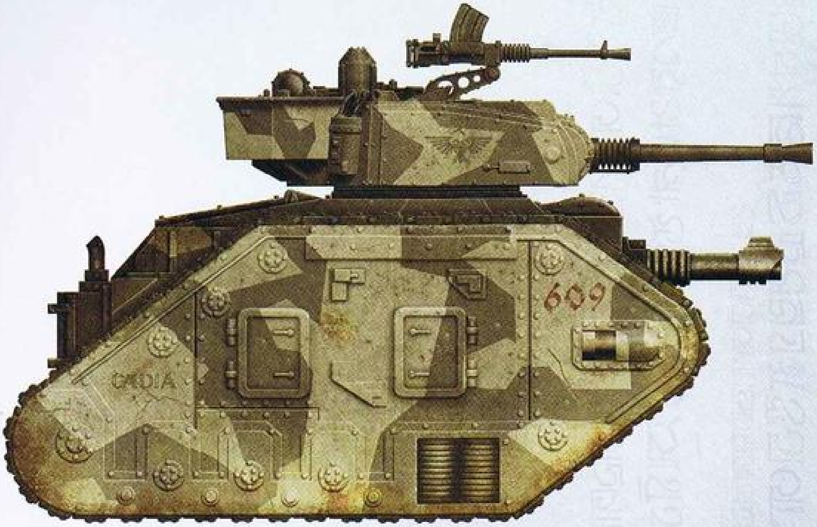


Ancient Skarrag. Interred in Mk V Dreadnought in fealty to the Redmaw. Fell in glory on Betalis III.

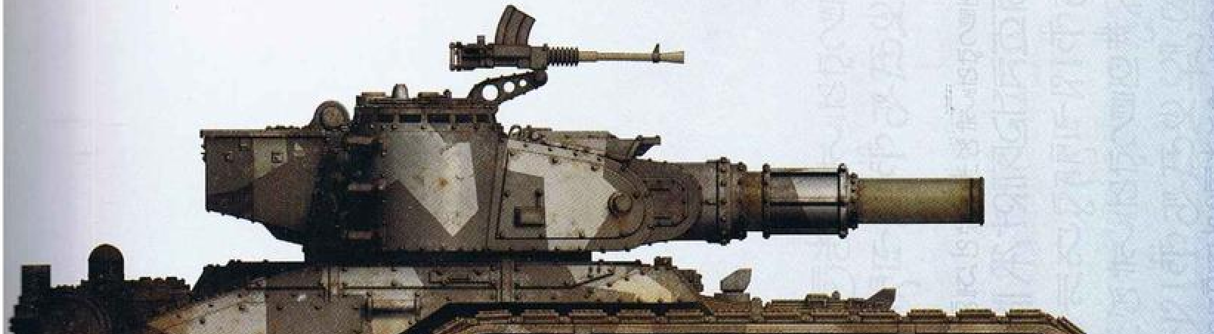
Space Wolves Whirlwind Launcher. Note that the vehicle shown here was of relatively new manufacture by the forges of Fenris, and lacked further designation or graven sagas.


Tempus Prima

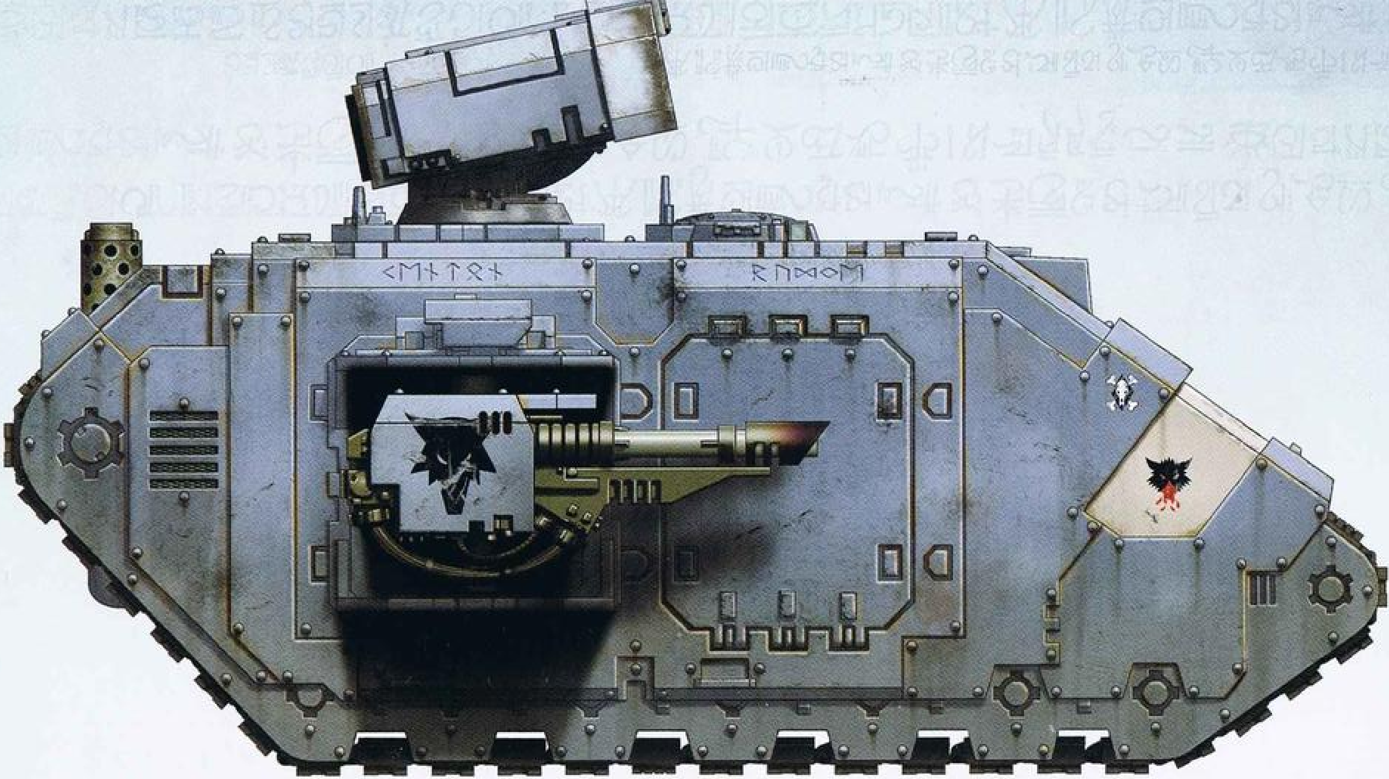
The '*Tempus Prima*'
Legio Gryphonicus Warhound Titan,
Invictus Nova Battle Maniple, The Incursion of Betalis III



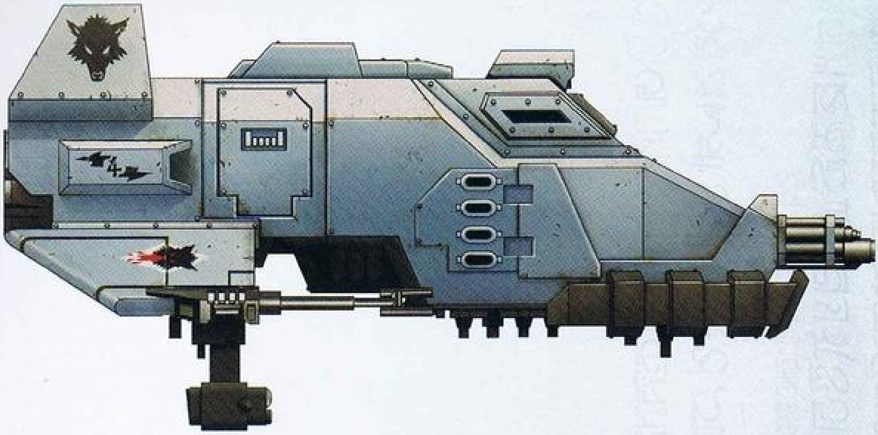
Leman Russ Exterminator *'Kasr's Sabre'* - 9th vehicle, special detachment, 6th Cadian Armoured Regiment. This unit distinguished itself in the Betalis campaign, with five confirmed kills against enemy skimmers, later awarded the Iron Laurel commendation, 2nd class.



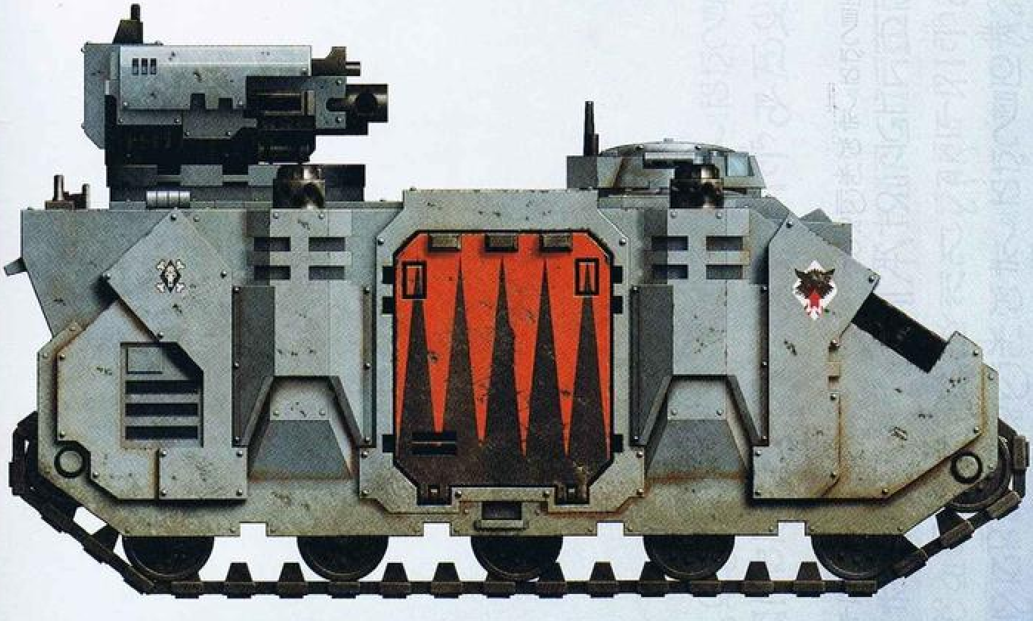
Macharius Heavy Tank. Cadian 6th Armoured Regiment, 2nd Company Command Vehicle *'Traitor's Bane'.* Vehicle immobilised during the retreat from Sector IV-D, but fought on until destroyed, its crew posthumously entered onto the regiment's Roll of Martyrdom.



Space Wolves Land Raider Helios '*Widowmaker*'. A relic of the Chapter, this Land Raider had been part of Redmaw's Great Company since 940.M41.



Space Wolves Chapter Land Speeder Tempest. The Tempest is a low level attack craft and interceptor used to support the Great Company's attacks.



Space Wolves Chapter Razorback. The Razorback offers increased firepower over the Rhino, at the cost of troop capacity.

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NECROCOGNITION CORTICAL TRANSCRIPT

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OH:78:08Z

SAMPLE NUMBER 77.832.0912/x

PART ......

[Classification – Ordo Xenos Extremis]

[Account of subject 77.832.0912/x – Inquisitor-lord Hestaphus Danzk]

[Betalis III. Sector 936]

[Transcript – Servitor Remptor – Biologos resource alpha-m2]

Inquisitor-lord Danzk sat in the darkened confines of his command Chimera studying the dozens of images on his pict-screens, his augmented eyes flicking rapidly from one to the next. Some he barely paid notice to, such as those showing the celebrating miners and Imperial Guardsmen of Battle Group Odon outside the Aresta VI mining complex, each face being automatically scanned, measured, assessed and compared against Ordo Xenos files for any sign of heretical xenos deviancy. If he did consider them at all, it was only to acknowledge that they had completed their part in the battle for this world, and Danzk would not begrudge them this brief moment of triumph. Life was short and brutal for them. Soon they would board Imperial Navy transport ships and head off to another war zone and celebrations such as these were necessary for maintaining their morale.

A bright flash on the top bank of images attracted his gaze briefly. Considering the land war on Betalis III over with the retreat of the Eldar war hosts of Alaitoc and Mymeara, the Space Wolves were taking the battle to those in the skies above. There had been unconfirmed reports of larger Eldar vessels skulking in its system's outer reaches and in the Karina Nebula beyond. Inquisitor-lord Danzk would join in their hunt soon enough, but his part in the land war was not yet over. There were too many unanswered questions, too many loose ends to tie up, and he had just found the key to unlock them all.

It was a minuscule event in the grand scheme of things, an incident that had happened long before the first shots had been fired by either side. Danzk flicked a switch on his console and patched a link into the vox network. The final battle for Betalis III was about to begin.

[Servitor Remptor ...File on screen - Odon 86759874/kl section 12.7...]

Having moved deep within the mining facility and now located within a vast forge chamber, Inquisitor-lord Danzk barely glanced at the reports from his retinue and the lieutenant he'd put in charge of the two hundred Guardsmen and militia men from the Aresta IV facility that were now under his command. The men had spent the past hour scouting out the immense hall where Danzk had determined they would make their stand. The reports told him what he already knew – it was clear of their foe. The Inquisitor-lord had expected nothing different. The Eldar would be in the tunnels below, probably not a large group but of a size sufficient to complete its task and also small enough to elude the search parties that had earlier been scouring the mines for any Eldar who got past their defences during the earlier battle. Having had at least five hours undisturbed in the tunnels that led off from the hall, they would have the advantage and he was not about to step blindly into their lair. Here was where the Imperium would make its stand – on its own ground and terms.

With a boom that shook the whole chamber, the colossal blast doors leading back up to the surface slammed shut. Then twenty bolts, the size of massive tree trunks, slid into position within them, and with a sinister primal hiss the forge chamber was sealed off from the rest of the planet. The door was designed to withstand the force of the thirty-storey high forge machine exploding and should the Imperial defence force be defeated this was the final barrier the Eldar would have to break through to get back to the planet's surface. Inquisitor-lord

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NECRO-COGNITION SAVANT Malko [Hexical j5]
AUTO-TRANSCRIPTOR SAVANT Remptor [alpha-m2]

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NECROCOGNITION CORTICAL TRANSCRIPT

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SAMPLE NUMBER 77.832.0912/x

PART ....

Danzk, never a man to go into battle without a back-up plan, reinforced the door further. Now deep within the forge's structure, swaddled amongst its countless valves and pipes, and the dozens of shrines to its machine spirit, was the Tech-priest Mydeaus, connected directly into the mechanical leviathan's systems. From there he had sole control of the door, Danzk having ordered his men to destroy any of the other access points to it. They were locked in: Inquisitor-lord Danzk, his retinue, the Guardsmen and the militia. But, more importantly, so too were the Eldar.

Once connected Mydeaus had begun to put the resources of the forge to a new purpose. Attached to a huge rail system on top of it were four massive cranes, normally used to feed the five storey high smelting crucibles with the ore dug from the mines below. The Tech-priest was using them to lift tonnes of metal rails and heavy equipment into position as barricades in front of the mine network entrance. So totally connected was Mydeaus with the forge machine's systems that rail and vehicle alike were placed exactly where directed by the Guardsmen, barely disturbing the ash that fell like black snow from the monstrous bubbling crucibles above.

As for everyone else, they were crawling through the winding maze of walkways and gantries, picking out their own positions from where to play their part in the battle to come. The forge chamber was not where most of them would have chosen to be at that moment. The militia men in the ad hoc defence force were accustomed to the almost unbearable heat and choking fumes, but within minutes of being locked off from the outside world, the Guardsmen and his retinue were suffering the effects of the heat. Despite this no one though removed their body armour.

Satisfied that his plan was progressing as instructed, Danzk turned his attention once again to the images on his pict-screens showing the progress of the swarm of servitors he had sent into the tunnels. These were more of the Tech-priest's tinkerings; nightmarish bio-mechanical constructs with metal bodies and multiple pairs of legs, and like a spider sitting at the centre of its web, Danzk's dozens of pairs of eyes now watched the whole of the north-west cave system below.

The Inquisitor-lord methodically scrolled through the images from each servitor in turn; every single one showing an almost identical view of the dusty rock walls, floor or ceiling of the tunnels as they scrambled their way forwards. The hunt didn't last for long though, nor had he expected it to. The Eldar were ready and waiting to deal with such prying eyes and one of the servitors had just paused, its sensors picking up something in the darkness. Danzk checked its location. It was one of those closest to where the mining accident had been. The Inquisitor-lord focused on its connection to the console in front of him, blinked and watched events unfold through its eyes.

[Servitor Pious7-x53] The servitor paused and scanned the tunnel ahead. Its sensors had picked up movement, but Danzk could see nothing in the artificial glow its enhanced visual feeds were sending back to him. In a blur of movement, the servitor suddenly shifted its occular ports to look up at a point to its left, half-way up the rock wall. Danzk finally saw what had caught its attention. On the tunnel's surface a few metres away was a faint patch of light moving swiftly towards the servitor. Without warning, the image suddenly brightened and the feed cut out.

Danzk found himself looking once again at the pict screens in his command Chimera, a stabbing pain just behind his eyes from the optic shock he'd just received. He quickly checked the rest of the pict-screens. The images from four more servitors at different points in the same tunnel had also gone blank. That could mean only one thing: the Eldar knew they were being hunted again but where exactly were they?

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He got his answer soon enough. Spotting a change in the feed from another of the servitors, he blinked again.

[Servitor – Artus352-n] The area the servitor was moving through was rubble-strewn rather than the clear boulder-free approach of the transit tunnels. Unlike its now lifeless companions, it had managed to slip past whatever was guarding the tunnels and had made it to the coordinates of the cave-in which had killed over forty miners at the facility several weeks before. There was no evidence of a cave-in here now though. Instead the servitor was passing through the entrance to a massive cavern, the huge fallen rocks at its entrance having been cleared by the Eldar. As it moved, the servitor articulated its multiple pairs of legs quickly over and around objects scattered on the cavern floor.

Danzk paused the feed to get a better look. Littered around the servitor were masses of bones; a fine layer of corpse-dust upon them disturbed by the passing of the servitor where skin and flesh had once been. The bodies, and not one of them looked human, must have been lying unburied in the cavern for hundreds if not thousands of years judging by the lack of flesh upon them. Danzk's normally cold analytical mind raced at the possibilities – this must have been the site of a massive battle once. Judging by the state of the remains, it had been fought centuries before the colonisation of Betalis III.

Even now the systems in his Chimera were churning through the images, cataloguing and attempting to cross reference them with the billions of records held within its data core. They had already confirmed Eldar bones lying amongst the mass grave and a lot of their decomposed remains had injuries consistent with the effects of brutally intense hand to hand combat. Score marks criss-crossed where blades had cut through skin to slash at the bone below. Other bones were cracked and shattered, particularly skulls, where heavier weapons had impacted, perhaps hammers or mauls judging by the damage.

As for the Eldar host's foe, each bone analyzed was accompanied by the same frustrating response, 'Unidentified'. Whatever race it was, there was nothing to match it in his extensive records. Their injuries were consistent with those caused by Eldar weapons though. The cuts to the limb bones were cleaner than those caused by their own weapons, and skulls had been penetrated by neat holes consistent with the plasma weapons the Aspect Warriors of the Eldar favoured. There was also no mistaking the tell-tale lattice marks scored deep into many of the bones, the result of becoming entangled in the more exotic weapons used by Eldar warrior elite.

Inquisitor-lord Danzk could have spent years just looking over that one image but now was not the time. He reconnected back to the live feed from the servitor. It had travelled further into the cavern and located the Eldar contingent, and It was now positioned on a ledge slightly back from them but still with a clear enough view for Danzk to observe what was going on.

[Servitor – Artus352-n] There were five Eldar clearly in view and behind them hovered flickering pale lights the same as the servitors had encountered earlier in the tunnels.

This time though within each of the lights Danzk could clearly see the faint spectral form of an Eldar warrior, of a type he had never come across before. They appeared to be standing as guards for the group of five Eldar in front: a Farseer, what he took to be three Eldar priests of high rank judging from their attire, and a single Eldar warrior who was the focus of the ritual they were performing.

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[Servitor Remptor – Biologos resource alpha-m2 ...Speculation of identity of Xenos group by Inquisitor-lord Danzk unconfirmed. Data forwarded to Inquisitor Samaeal Kayvus for further analysis...]

The warrior was stood in the centre of the group. On the floor next to him was the body of another Eldar warrior. It must have been dead for thousands of years, but unlike the others who had fought within the chamber, its remains were still preserved to some degree as if it had held on to life far longer than anyone else had managed to. Two of the Eldar priests were removing pieces of ornately decorated armour from its mummified remains and placing each one in turn upon the living Eldar warrior.

'Was this what the Eldar had come to Betalis III for?' he thought, 'Had thousands on both sides died for this?' Danzk commanded the servitor to focus in on the armour.

The Inquisitor-lord was amazed at the intricacy of its decoration – the craftsmanship on it was far superior to anything he had seen in his decades of study of Eldar war panoply. In the many files written about the Eldar race he had studied there were accounts of them launching raids against planets which possessed artefacts considered important to them. But to start a war on such a scale meant that this must be something truly precious to them.

[Servitor Remptor – Biologos resource alpha-m2 ...Analysis of prior Xenos-Eldar behaviour indicates 89% probability that retrieval of the artefact was the objective of the Eldar invasion of Betalis III...]

Their task complete the Eldar priests stepped back, positioning themselves on either side and behind their charge. Then the Farseer stepped forward and raised his staff into the air, holding it above the warrior with both hands. The Farseer then released it and the staff floated up until it was hovering a short distance vertically above the warrior's helm. The instant it was in place the cavern was filled with a bright actinic light as what must have been a tremendous amount of psychic energy surged upwards from the outstretched arms of the Farseer and the priests and channelled itself down through the staff and across the warrior's armour who was soon surrounded with a rapidly growing aura of ice-white light.

Within a few seconds Danzk could no longer see the warrior; the corona of light had completely engulfed him and was rapidly expanding outwards. An unearthly wind blew from the eye of the psychic storm, whipping around the robes of the Farseer and priests and blowing the shroud of corpse-dust from the field of bones that lay beyond the ritual. Tendrils of light suddenly leapt out from the psychic inferno. First they randomly skittered along the cavern floor, but as the circle of light grew, harmlessly enveloping the Farseer and his cadre, Danzk realized the tendrils were leaping from bone to skull to bone as if they were feasting hungrily upon whatever echoes of life were still contained within them. As they moved on to another bone they left nothing behind but crumbling dust, but Danzk didn't have time to dwell on his escalating horror at the destruction as one of tendrils latched directly on to the servitor.

Danzk screamed out in agony as the same brilliant light that bathed the cavern tore through his optic nerves and slumped unconscious onto his console.

Inquisitor Lord Danzk woke to the unmistakable sounds of battle outside his Chimera's now near-pitch black observation compartment. What he had taken first to be nightmares of slaughter and destruction had been images feeding directly into his mind from his retinue as they had failed to hold back the Eldar onslaught.

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His body felt as if a great hand had picked him up and thrown him about, and as he moved to sit up, the Inquisitor-lord almost passed out again with the pain. His left leg wasn't broken, but it had taken a battering and reaching up he could feel the unwelcome presence of a large bump on the side of his head where it had come in contact with what he could only assume was the console. Danzk disconnected himself from what few feeds his implants were still plugged into and painfully dragged his body upright. It was then he hazily realized that the Chimera was now lying on its side.

The stench of smouldering flesh assaulted his senses as he struggled to push the heavy outer hatch open, its unbalanced weight sapping his failing strength as he wrestled with it. As he took a few moments to recover, Danzk took in the sight of the bodies of dozens of the defence force scattered around the entrance to the tunnels. It was as if a hurricane had torn straight through the forge chamber, picked the men up and then dropped them back down again without a care. The motley collection of rails and heavy equipment used as barricades in front of the tunnels entrance had been tossed aside like children's toys; the blast holes that punctured them displayed the unmistakable signs of Eldar weaponry, their edges still glowing faintly orange from the intense heat. The defence force had been hit hard and fast with little chance to retaliate, judging by the lack of Eldar bodies amongst the dead and wounded.

Danzk dragged himself from the vehicle and fell more than climbed down its side, his numb leg useless in his descent. He lay against the upturned underside of the Chimera, catching his breath, a tightness in his chest suggesting he'd suffered some internal injuries when the vehicle had rolled. Once the pounding drums in his head finally ceased, he used his augmented senses to begin to analyse the storm of battle raging above and around him. Focusing hard, Inquisitor-lord Danzk picked out the staccato bursts of two pistols firing from amongst the maze of pipes and cables, distinct from the steady sounds of the Cadian Guardsmen's lasguns. Taron, the Cadian sniper, was still alive but if he was using his pistols rather than his favoured rifle, then whatever part of the battle he was a part of was not going well for him. Danzk blinked praying that the blow to his head had not caused him to lose connection with at least one of his retinue.

[Taron Metgar – Subject 287. Critica VII] The moment the Inquisitor-lord connected with the Cadian, he could tell that the man was absolutely terrified, something the normally calm, and, some of the others in the retinue would say, emotionally bereft sniper had never been in the time Danzk had known him.

Taron's eyes were wide open with fear. He looked left then right and then left again. Taron was frantically trying to watch two directions at the same time and when that failed suddenly began to fire wildly with his pistols, first one way then another and then straight out into the open air ahead. His weapons now empty, Taron risked a glance down to reload them again, his hands slick with sweat as he frantically fumbled with the ammunition clips attached to his webbing. Then, with the pistols finally loaded, Taron looked up ahead again and swore. Hovering directly in front of him, ten levels up, was one of the 'ghosts' he had been tracking, the same spectral Eldar warrior Danzk had seen guarding the group in the bone chamber.

At the first sound of the Eldar's screaming weapon being discharged, Taron dived over the back of the gantry onto a metal platform a short distance below. He had avoided being hit twice so far but now his luck had run out. Designed for taking out heavy armour rather than being fired at such close quarters, the blast of energy rippled through the gantry, collapsing sections of it upon Taron and crushing him under a pile of heavy smouldering metal.

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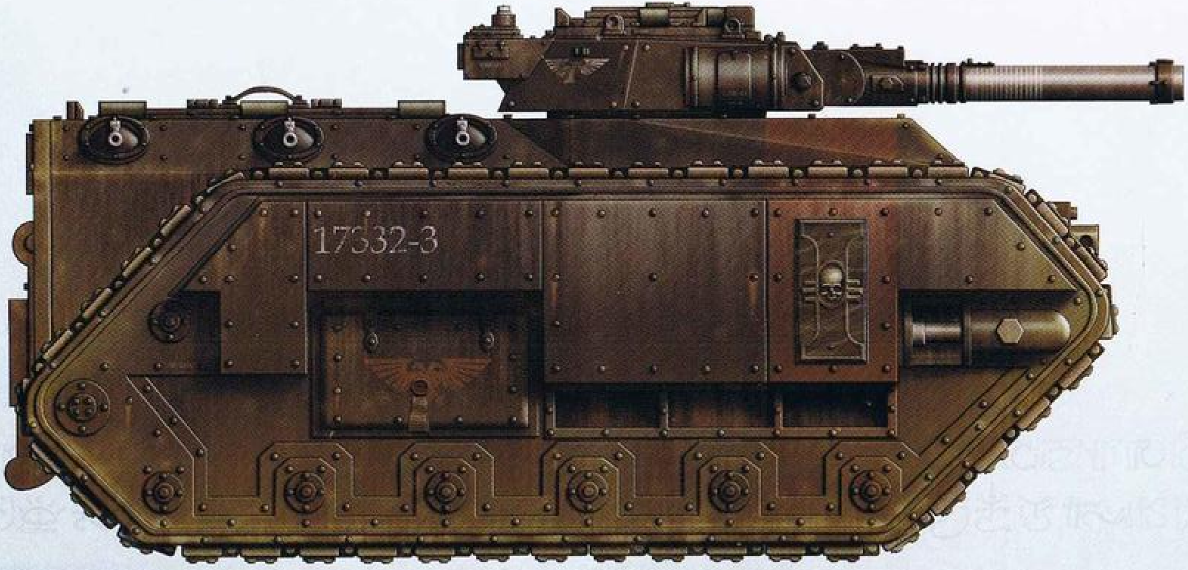

Chimera Armoured Personal Carrier. Inquisitorial detachment,
Betalis III conflict. Autocannon turret variant armament.

The mind-link was instantly severed at the moment of Taron's death and Danzk found himself once more looking around the forge chamber through his own eyes. He was no longer alone though. Like a faithful hound returning to its master, he had been rejoined by one of the servitors he'd sent off earlier into the tunnels, one of its legs twitching redundantly where its lower section had been sheared off by Eldar weapons fire. Programmed to return to the Chimera if damaged, the servitor was now awaiting repair or its next instruction. Danzk reconnected with it and via his own augment-link sent it limping off to where the fighting sounded fiercest. Unable to move his own legs now, the servitor would have to act as his eyes and ears within the forge chamber.

[Servitor 1-x-3757] The feed from the servitor was erratic as it scurried along the floor, flickering occasionally with grainy static. The sound of weapons fire was coming from both sides of the hall now, as the remaining Guardsmen and militia fought desperately for their survival. The servitor raised its head as a burst of las fire arced over the side of a platform four levels up. In response Danzk heard eerie screams erupting nearby. Five Guardsmen firing from the gantry were launched through the air from the force of the Eldar weapons, landing in a tangle of crumpled metal and broken bodies on the ground of the forge chamber below. Where the shots had come from, the spectral Eldar warriors appeared. They strode brazenly through the hall, their weapons unleashing another devastating volley upon a terrified group of militia men scattering in all directions from them, before once more fading from view into the pale flickering lights that Danzk had witnessed earlier.

Through the eyes of the servitor, Danzk watched as the Eldar worked their way up through the hall striking in surgical fashion. First there would be nothing, perhaps just a shimmering aura and anyone firing at the dancing motes of ethereal light would find their shots bouncing off the pipes and conduits behind them, deflected by a holo-field that bent a las shot's trajectory as easily as it did light. Then with eye watering shifts in reality, their enemy would slip back into the visual spectrum and show themselves once again in their true terrifying form.

At the head of the Eldar force was a ghostly figure who moved with an air of authority over all that followed him. It advanced fearlessly amongst the hail of bullets and las-shots, wearing the same ornate armour he had seen worn by the Eldar warrior in the cavern earlier. But if this was the same Eldar then he had been completely transformed. There was only one thing Danzk could think of to compare it to and two words slipped unconsciously from his lips "Phoenix Lord".

[Servitor Remptor – Biologus resource alpha-m2 ... References by subject regarding designation "Phoenix Lord" pending validation...]

The servitor focused in on the Phoenix Lord's weapon. It was a long thin lance that blurred the air as it moved through it. Following immediately behind and above it was the cadre of the spectral Eldar wearing the same long flowing, gossamer robes as their ethereal leader. Phasing in and out of reality at speed, they were a sight from the nightmares of madmen. With reactions faster than any man's, they unleashed their screaming weapons then faded away before reappearing to let loose another ear piercing volley, taking out more of the hastily built defences and the men taking cover behind them, before withdrawing into the flame-lit darkness once again.

The Phoenix Lord appeared before a group of twelve heavy set militia men wielding the huge hammers and picks they used to break up ore before feeding it to the ever-hungry forge-machine. They had been joined by Gorn and Throge, the cyber-augmented Ogryns that Tech-priest Mydeaus had 'adapted' when they had become part of the Inquisitor-lord's retinue. Normally they would stick close to the Tech-priest, but now that he was encased within the

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narrow confines below the forge where they could not go, they had joined the group of militia men, probably feeling some kind of connection to them because of their similar build.

With lightning speed the ethereal spectre whirled around them, dancing and feinting in elegant motion as the thug-militia and Ogryns clumsily swung their weapons at nothing but thin air. Twirling its long blade round, the Phoenix Lord then lunged straight at one opponent and then another, indiscriminately killing them as the molecule-thin edge of the blade sliced through into their flesh. As quickly as the carnage had begun, it was over. The Phoenix Lord's parting gesture before fading away once more was to look straight at the servitor Danzk was watching it through. Then, raising its lance, it shot a bolt of pure energy at it that completely obliterated Danzk's means of observation.

The echoing sound of weapons fire coming from a nearby tunnel caught Danzk's attention before he'd had a chance to recover from the violent break in his connection with the servitor. Two more of his retinue, Hastu and his ever present compatriot-in-arms Plecidus, sped out of one of the side tunnels near Danzk's downed Chimera, their Tauros Venator driven at full speed as they tried desperately to gain some distance from their pursuers. Hastu was driving whilst Plecidus was behind him, clinging to the now backwards facing multi-laser as he fired at more of the spectral Eldar warriors closing in behind them. Danzk focused on Plecidus and blinked.

[Plecidus - classified Novus Tarnam/Daidalus Minor] The flickering lights and heat of the forge chamber were once again replaced by gloom as the Tauros sped back into the tunnels. It was only the Venator's speed and Hastu's skill at its controls that had kept them alive so far. Again Hastu abruptly weaved the vehicle, feinting for the left tunnel at an approaching junction and then immediately swerving at the final moment into the right hand one. There was an explosion in the other tunnel behind them as the Eldar fired their weapons in anticipation, thinking they would turn left. Plecidus jeered mockingly at their Eldar pursuers, using a gesture not found in any copy of the Tactical Imperialis, but universally understood.

A burst of chatter broke through on the vox network. Hastu was talking again to Mydaeus the Tech-priest. They had been arguing about something for the last few minutes. It sounded as if they were hatching a plan. The conversation ended abruptly with Hastu swinging the Venator round wildly to face it in the opposite direction, the tunnel barely wide enough to accommodate the near-suicidal manoeuvre. Plecidus hung on for dear life, his whitened knuckles gripping the multi-laser tightly.

The Venator jinked left and started to curve round a much wider tunnel as it climbed up through the complex. Occasionally Plecidus glimpsed through access points in the rock face the forge chamber on the other side as the Tauros drove endlessly round and upwards; Hastu all the time shouting at Mydeaus through his vox-bead. There appeared to be further disagreement about their plan, but time to discuss it had run out. After launching another volley of las-fire at the still pursuing Eldar behind them, Plecidus risked a look back over his shoulder; the wide gaping maw of an entrance leading back into forge chamber was rapidly approaching.

Like a shot from a cannon, Hastu launched the speeding Venator out of the tunnel. Danzk, watching through Plecidus' eyes, felt a gut-twisting sense of falling as it soared through the air on a trajectory high above the forge machine, the ground far below them. Visible once more as they prepared to fire, the Eldar spectres shot out of the tunnel and orientated their bodies downwards to follow the rapidly descending vehicle. Plecidus flinched instinctively as a huge dark shadow passed directly over him. He looked up again just as the long arm of one of the cranes on top of the forge swung over him. The two Eldar didn't stand a chance as they

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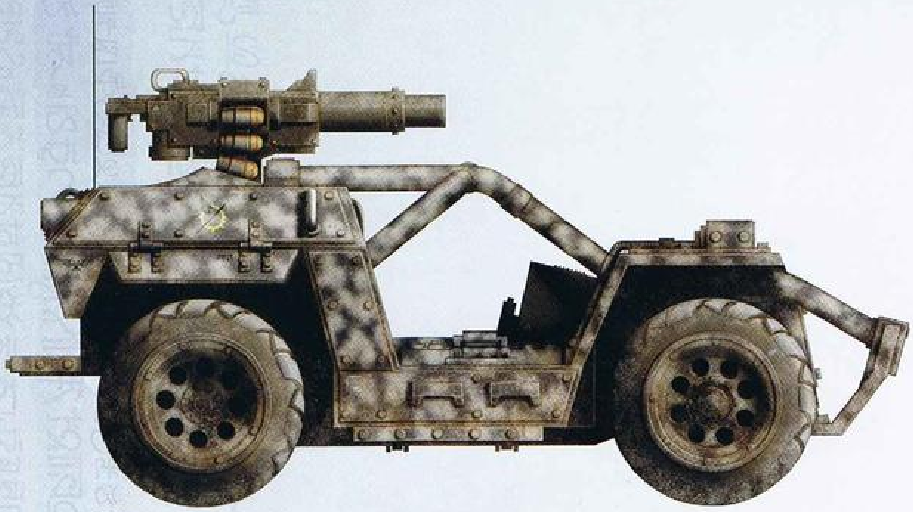
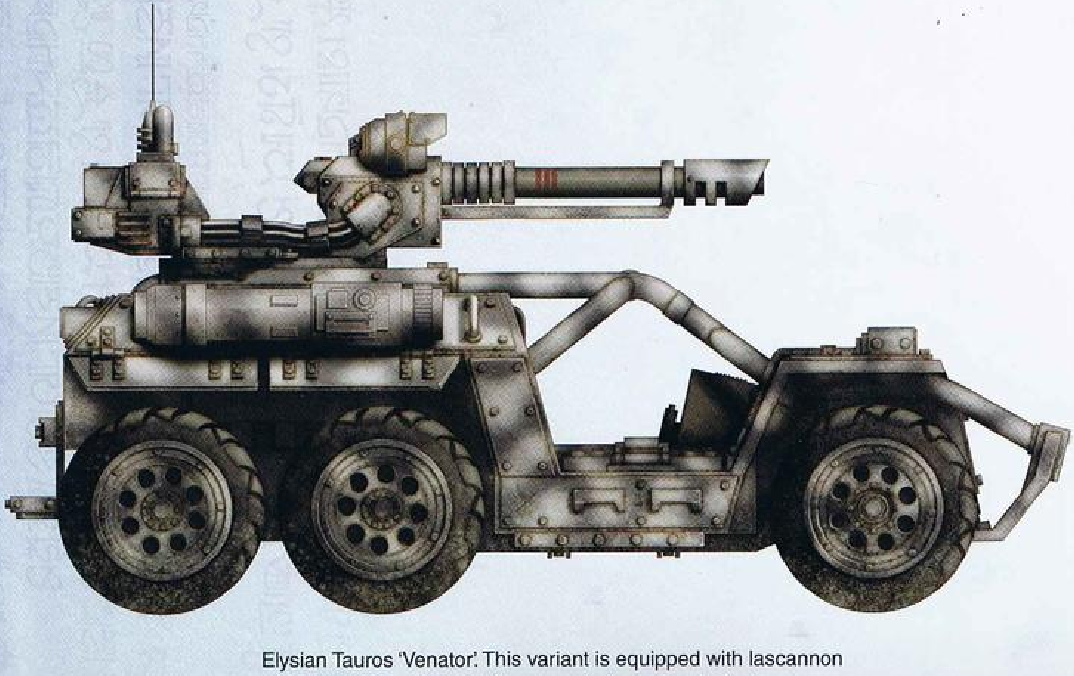


Elysian Tauros Rapid Assault Vehicle in standard configuration. Vehicles such as this saw extensive use by the Elysian 226th Drop Troop Regiment during their operations on Betalis III, seeing action in the Tormus Delta. The spear and sunburst iconography of Elysia is featured on this example's armour plating.



Elysian Tauros 'Venator'. This variant is equipped with lascannon and hunter-killer missiles as a dedicated tank-destroyer.

impacted straight into the solid metal wall of the crane arm, their shattered bodies rebounding against the rock face before dropping like rag dolls lifeless to the ground.

Plecidus began to cheer and then abruptly stopped when he remembered again where he was. The Venator was still soaring through the air, its momentum carrying it over the roof of the forge below, the engine being gunned by Hastu who himself was screaming at the top of his lungs. The driver sounded as if he was enjoying the ride of his life. There was a sudden jolt and the Venator landed upon what looked like a hastily erected metal platform with a massive clang. Hastu hit the brakes and swerved to prevent the vehicle going off the rapidly approaching edge of the platform. Plecidus screwed his eyes shut as Hastu wrestled the sliding Venator to a halt, the two Guardsmen cheering and congratulating each other on their survival as they clambered out of the stationary vehicle, relieved to somehow still be alive.

The haunting scream of the Spectres' weaponry sliced through their all too premature celebrations, the make-shift platform exploding apart in a blast of brilliant light. The last thing Inquisitor-lord Danzk saw through Plecidus' eyes was the Eldar Phoenix Lord rising gracefully above the lip of the roof's edge, firing shot after shot after shot at them, obliterating all traces of the platform and the Venator, the wreckage tumbling over the roof before dropping off the other side.

Danzk blinked, the connection with Plecidus entirely lost. Only Mydeaus was left now, still buried deep within the forge machine's core. Danzk immediately linked with him. Mydeaus was now all that stood between the Eldar and their way out of the sealed chamber. As the link formed, his mind was instantly flooded by datascript and images from the hundreds of individual sensors located throughout the forge machine. The Inquisitor-lord had to fight with all his failing strength not to lose himself amongst the almost overwhelming flood of data, but it was too much for him and all he could do to not go insane was allow his consciousness to merge with that of Mydeaus'. For the briefest of moments in the background of Mydeaus' mind was the presence of another, the machine spirit of the forge, and Danzk could feel them both seething with fury at the deaths of Hastu and Plecidus.

The colossal forge machine erupted into life. Its four cranes swung themselves at the Phoenix Lord who instantly returned fire, flying swiftly backwards out of reach of the gigantic claws and hooks which lashed out at it. The Eldar warrior flipped over in one graceful motion and sped head-long down the side of the forge. Mydeaus was not about to let it escape though. Machinery and equipment exploded into its path as the Phoenix Lord spun round and soared through the forge's open sides, firing into the innards of the Mydeaus-possessed behemoth. In return the Tech-priest created weapons of his own and the forge's power cables uncoupled from their connections and spat sparks at suddenly ruptured gas pipes, sending searing walls of fire into the Phoenix Lord's path.

Danzk was astounded at the abilities of the Tech-priest. Using his own augments Danzk could only keep track of one or maybe two feeds at a time but here was Mydeaus effortlessly controlling hundreds of the forge's systems as the Phoenix Lord, now joined by its brethren, darted and dived amongst the forge machine's metal viscera. The chase continued through the structure, the Eldar flying through the open platforms and dodging avalanches of metal before shooting out the side, arcing over the top and disappearing back in through the other side again.

Danzk suddenly realised what they were doing: they were searching for the dozens of men they believed were controlling the actions of the goliath. But what they did not know was that there was only one man in there. More machine than flesh, he was connected to the heart of the forge's systems, intent on delivering their destruction.

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The Inquisitor-lord then sensed, rather than felt, a slight movement near his own body. Mustering his strength he regained some semblance of mental control and severed the link with Mydeaus.

Above him stood the Craftworld Mymeara Farseer; it was looking down at him. Although its face was hidden behind the emotionless mask of its helm, Danzk knew he was being studied intently. Then, before he could even think of stopping it, the leader of the Eldar war host reached down and placed a hand upon the side of his head. The old man's already battered body involuntarily spasmed and arched as the Farseer connected psychically with him and images of the last few weeks began to flash through Danzk's mind.

First he saw himself sitting in his quarters reading the briefing on events in the Betalis system prior to his arrival there. Then he saw again the destruction of Battle Group Empteda as the armies clashed on the Alacian Plains below the burning Bregan Glacier. The Farseer searched through all his recent memories so fast that Danzk screamed out in agony as he felt his mind begin to burn. But then his memories of the last few days and weeks were joined with others, memories that were completely alien to him and decades, perhaps even centuries, old. Whether they were intentionally exchanged or unavoidably transferred as the two minds merged, the Eldar Farseer's own memories flowed and swirled with Danzk's own so seamlessly that the Inquisitor-lord soon grew unsure of where his mind ended and the Farseer's began.

As he was swept along upon the Farseer's rapidly flowing consciousness, he caught the briefest fragment of a memory. He was looking, or rather the Farseer was, down onto a vast, ornately decorated hall. Within its bounds marched an Eldar host of massive proportions, arrayed in Mymeara's panoply of war headed for the warp portal at its far end. The Inquisitor-lord felt for an instant the same sense of thrill and anticipation he himself had experienced at the start of his service to the Emperor. This must have been an early event in the Farseer's life, perhaps even his first battle as a warrior, long before he became the Eldar Craftworld's leader.

The next fragment of memory was a scene of complete contrast. The young Eldar warrior was firing from the top of a ridge, the barrel of his shuriken catapult rapidly discharging minuscule razor-thin discs, barely visible even to the Eldar warrior's keen eyesight. They were shredding the flesh of a mob of snarling Orks that were charging headlong at him. The memory was so intense that the Inquisitor-lord felt the same gut-wrenching disgust the young warrior had at its attackers, their stench and the sight of the spittle drooling from fanged maws turning his stomach. With this memory though the sense of anticipation he had felt before was replaced by a feeling of such intensity that the Inquisitor-lord struggled to make sense of it. It felt as if the young Farseer was barely in control of himself, as if some inner conflict were raging within him which, if he could not bring it under control, he would lose himself to completely.

The scenes of devastation were replaced by a much more terrifying aspect. The warrior was now staring in awe at a massive daemon-like Eldar that was standing victorious over the corpse of the Ork horde's huge warlord. Its body was wreathed in flame as if its blood vessels flowed with red-hot magma and its flesh was made from molten iron. The young Farseer had watched as it had raised its arms in triumph and Danzk heard its soul-piercing victory cry as the remnants of the Ork horde fled before it. The Inquisitor-lord sensed great pride in that moment but, also undeniable sadness. The victory had been hard won by the Mymeara Craftworld and paid for dearly with the lives of so many of the young warrior's kin.

The Farseer's memories came thick and fast, as if some barrier which had been holding them back had been dropped. Danzk was overwhelmed as the Farseer's life became little more than a blur of the many battles the warrior had fought in and things he had seen and experienced.

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NECRO-COGNITION SAVANT Malko [Hexical j5]
AUTO-TRANSCRIPTOR SAVANT Remptor [alpha-m2]

DATE:
SIGNATURE:

ORDO XENOS

RESTRICTED ARCHIVE

NECROCOGNITION CORTICAL TRANSCRIPT

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SAMPLE NUMBER 77.832.0912/x

PART ....

Overlapping them all consistently was that same growing sensation of sadness regardless of whether the battles were won or lost. Each defeat and each victory meant the loss of yet more of the Farseer's Craftworld kin and Danzk began to feel the grief gnawing away at him too until it threatened to break his mind completely.

With each decade the Farseer aged, the halls of the Craftworld had grown quieter as fewer warriors returned from war alive or others simply grew too old and died. The stream of thoughts then shifted slightly, and Danzk realised that he was seeing more recent events from the Farseer's perspective.

First there was what the Inquisitor-lord could only think of as hope. The young warrior, now the ancient Eldar Farseer, was standing within a chamber on his Craftworld. On an altar at its heart was a large gem that was glowing faintly, something Danzk sensed had not happened for a long while during the Farseer's lifetime. Then he realised he was watching the Mymeara host preparing for the battle on Betalis III. The vast hall he had seen before filled with Eldar warriors now contained an army only one tenth of what it had been and soon it was replaced with a constant stream of troops and vessels returning back through the portal carrying their dead and wounded as the Farseer watched from where he had first stood so many centuries before.

Then the Farseer was looking down from inside an Eldar Falcon, watching as it soared across the Alacian Plains and past the fighting at the entrance to the Aresta IV mines; the battle there and across the rest of the eastern continent merely a diversion to allow the Farseer and his cadre to reach the mines and recover the remains of the Phoenix Lord. The Inquisitor-lord gasped desperately for breath; he could barely make sense any more of what he was seeing.

He felt the pressure increase upon his mind and there was a sudden flash of light as he saw, through the Farseer's eyes, the young Eldar warrior transform into the Phoenix Lord and, joined by its entourage of Shadow Spectres, they flew out of the cavern and into the darkness of the mines. There Danzk knew they would destroy everyone - the militia men, the Guardsmen and even his own retinue. He would have to watch all of them die again. Taron in his fall from the ledge, the Ogryns Gorn and Throge in their battle against the Phoenix Lord, Hastu and Plecidus on top of the great forge itself, and even, Danzk felt the tiniest of mental pushes, Mydeaus still hidden deep within the heart of the colossal forge. But the Tech-priest was not dead yet. Danzk's mind railed and he desperately tried to bury that thought but knew it was too late. The Farseer had tricked him into revealing what it had been searching for.

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The flashing stream of memories abruptly stopped and Danzk felt the presence of the Eldar Farseer retreat from his mind, but not before he sensed it touch upon another, the Phoenix Lord's. The final thought he'd provided was that of Mydeaus cocooned deep within the core of the forge machine. The Farseer had found what the Phoenix Lord was pulling the forge apart one piece at a time for.

STRICTLY ORDO XENOS EYES ONLY

[Servitor Remptor – Biologus resource alpha-m2 ...Evidence of unsanctioned heretical psychic link between subject and Xenos...]

Now free of the Farseer's mental assault, Danzk tried to reconnect with Mydeaus in an attempt to warn him of the impending danger he was in. Whether Mydeaus was too focused on destroying the Phoenix Lord or the mental link had been damaged by the Farseer, Danzk could no longer transmit anything to the Tech-priest. It was now purely one way and all Danzk could do was watch Mydeaus' destruction.

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PART ....

The Phoenix Lord and his followers had already vacated the internal areas of the massive superstructure and were up on its roof, systematically destroying the forge-creature's main means of attack, its cranes. First one fell then another, Mydeaus screaming as he shared each moment of the great mechanical levithan's pain. Severed from their moorings by the devastating weapons of what Danzk now came to think of as Shadow Spectres, the massive twisted metal arms crashed to the floor.

The roof now clear of the flailing limbs, four of the Shadow Spectres swooped upwards into the heavens of the chamber. As they hovered directly above the centre of the forge, the Phoenix Lord joined his cadre and was the first to fire its unearthly weapon down towards the heart of the machine-giant. The bright white energy of the Phoenix Lord's lance broke through the metal detritus scattered on the roof and punched a hole down into the next levels. The energy then dissipated along the structure, decreasing in intensity as it earthed along the metal spars.

Undaunted, the Phoenix Lord continued firing. Then the first of the Shadow Spectres fired at exactly the same point, the beam flowing into that of its twin. Another Shadow Spectre joined in and then another; each time the coruscating beam extending downwards a few more levels towards the Tech-priest's position. The last Shadow Spectre joined his weapon's power with the rest of the cadre's, and the balance was tipped. The beam of blinding white light sliced through the rest of the forge and straight down into the heart of its core.

Massive explosions ripped through the forge as its key systems were terminally damaged. Throughout the chamber, one by one, the dozens of enormous crucibles of boiling ore crashed down as the claws holding them in place unlocked, the power controlling them failing. Their contents cascaded through the chamber, drowning everything in their path in a tidal wave of red-hot molten metal before flowing down into the bowels of the forge below.

The connection severed abruptly. Mydeaus was undoubtedly dead. The seething molten ore and discharge from the Eldar' energy weapons reaching him simultaneously. As the last moments of Danzk's life faded away too, off in the distance he heard the unmistakable hiss as the doors sealing off the forge from the rest of Betalis III began to open. The Eldar of the Mymeara Craftworld had won.

PRODUCT OF
ORDO XENOS

Testimony of Inquisitor-lord Hestaphus Emperator Danzk – extracted post mortem via augmetic visual implants. Estimated 78% accuracy due to injuries sustained.

The subject has been judged guilty of 172 crimes against the Emperor and his blessed citizens, including failure to retain xenos artefacts for further examination.

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Ref file Ev-189c/134.bn. The mortal remains of the heretic have been sentenced to 2,533 consecutive years' service in the Archival Cremea Servitor Corps – restricted to level B3 enhancement only.

May the Emperor have mercy on his soul.

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IMPERIAL GUARD FORCES

GLORY OF CADIA
THE CADIAN 6TH ARMOURED REGIMENT

Following their defeat at the end of the Horus Heresy over ten millennia ago, the human forces that had thrown in their lot with the gods of Chaos retreated north-west into the region of the galaxy known as the Eye of Terror. Within this swirling maelstrom, where the boundaries between realspace and warpspace are at their weakest, there now exists some of the worst horrors known to Mankind: marauding bands of bloodthirsty renegades, the treacherous Chaos Space Marines Legions and daemons so terrifying they are beyond the comprehension of all sane men.

Scores of populated planets surrounding the Eye of Terror succumb to their predations each year, but there are those who have stood strong and weathered this foul tempest. One such world is Cadia. Situated within the narrow corridor of space called the Cadian Gate, one of the few known stable routes in and out of the Eye of Terror, Cadia is by sheer necessity a Fortress world. Over the centuries the greatest military architects of the Imperium, including representatives from both the Adeptus Mechanicus and the Adeptus Astartes, have turned this strategically vital planet's cities into heavily fortified bulwarks.

This alone though does not guarantee the safety of those who live there under the constant threat of attack from forces loyal to the Ruinous Powers, and so its citizens constantly train for war. Reputed to be as bleak and merciless as their home world, the men and women of Cadia are taught the skills essential to their survival from a young age. This brutal training regime has created an abundant source of highly disciplined and battle-ready Guardsmen for the Imperium, who regularly see action in some of the harshest warzones throughout the galaxy.

Cadia has generated many regiments of renown through its long history, and with a reputation well proven time and again in the heat of battle, the Cadian 6th Armoured Regiment has been instrumental in defeating the might of many enemy forces. Amongst its ranks can be counted some of the finest examples of tanks, super-heavy vehicles and heavy artillery its home world can manufacture, but there should be nothing less than the best for a world that stands guard upon such a dangerous region of space.

The Cadian 6th's Guardsmen are trained on worlds close to the Cadian system. These have previously been reduced to nothing more than devastated wastelands by the forces of Chaos. Won back after decades of bloodshed, Cadia's armies tirelessly train under live fire amongst their blasted cities and vast shell cratered wastelands. There they will perform manoeuvres and training exercises for days on end until their commanders are satisfied that they have perfected the tactics and strategies necessary for survival on the true fields of battle. The results of this baptism of fire are such that by the time they have finished their initial training, Cadian tank crews are usually the equivalent of many veteran tank crews from regiments elsewhere in the Imperium.

NOTABLE CAMPAIGNS

Shan's World [483.M41]

With a history dating back hundreds of years, the Cadian 6th Armoured Regiment has a distinguished military record. During the latter years of the Redemption Crusades, which were fought against the renegade worlds of the Telos IV system, its tanks and heavy artillery flattened five of the enemy's twelve bastion-cities on Shan's World, a major staging point for the enemy's forces. To achieve this, they first had to break through squadrons of Leman Russ, Basilisks and Chimera which the renegades had captured from the planet's manufactorums and storage depots that now prowled the kilometres of wasteland surrounding the cities. Storming forward under heavy barrage, the Cadian 6th forced their way through, before encircling the enemy, and hunting down those who had survived their first assault before they could recover. The tally of kills attributed to the Cadian 6th was a testimony to their battle skills and they were credited with destroying over thirty enemy tanks for each one of theirs which was damaged.

Praetor Sigma [810.M41]

The regiment was also cited for achieving the highest kill ratio during the war for Praetor Sigma, where it decimated thousands of creatures from an advancing Tyranid horde, now recognised as a scouting tendril of Hive Fleet Kraken. The devastation the guns of the Cadian 6th wrought provided assault squads from the Blood Angels Chapter time to move in to destroy the Tyranid Hive Tyrant that had been orchestrating the xenos attack on the now devastated world. With their connection to the Hive Mind severed, the remaining Tyranids on the battlefield simultaneously lashed out with such ferocity that over three quarters of the Cadian 6th's armour was overwhelmed within minutes. That bitter victory is remembered by those who now fight under the banners of the Cadian 6th each decade, a single volley discharged from each tank barrel and lasgun in the regiment in salute of every company destroyed on that fateful day.

Waaagh! Ugblitz [892.M41]

Prior to the Betalis III incursion, those currently fighting under the banner of the Cadian 6th were deployed as part of the army group sent to defeat Naggrud Ugblitz, an Ork Goff warlord whose Waaagh! had overrun a vast part of the Saras Sector in the north of the Segmentum Pacificus. The Cadian 6th played a major role in the defeat of the Ork Warlord, and during the final battle of the conflict, its tank crews formed the speartip that broke through Waaagh! Ugblitz's frontlines on the devastated agri-world of Saras VII. By the end of the battle, the regiment had accounted for the destruction of close to one hundred thousand Ork tanks and artillery pieces, and had almost completely levelled the capital city that the Ork Warlord had occupied.

Betalis III [894.M41]

The victory against the orks was not an easy one for the Cadian 6th and it was again reduced to less than half of its original strength. Whilst new conscripts, tanks and other materiels were en route from the Cadian system, the remnants of the Cadian 6th were redeployed to the Betalis system. There the Cadians were due to undergo hostile environment training on Betalis III prior to the regiment's redeployment to the wars being fought against tendrils of the as then unnamed Tyranid Hive Fleet on the ice worlds of the Pentaris system, close to the edge of Imperium space.

Even severely understrength, the Cadian 6th proved once again their great reputation in the unexpected attack on the ice world by the joint forces of the Mymeara and Alaitoc Eldar Craftworlds. Without their armoured might, one more world would have undoubtedly been lost to the Emperor's light. Combining his depleted forces with those in-system, the commander of the regiment, General Myndoras Odon, created an army with which to combat the xenos threat.

The men of the Cadian 6th proved once again their well deserved reputation when they were faced with squadrons of skimmers and flyers from both the Mymeara Craftworld and their Corsair allies. Forming the bulk of Company Vengeance, the Cadian 6th Armoured Regiment fought a furious battle upon the Alacian Plains. Led as ever by their commander, General Odon, the Cadian 6th soon found themselves outnumbered and outgunned as Eldar pilots set upon them in a near constant wave of firepower. Ever adaptable, the Cadians knew that the only way to survive and perhaps to stand a fair chance of defeating the Eldar was to break from the tactics they had recently used against the Orks and fight a more fluid battle.

A game of cat and mouse soon ensued with tank crews risking their lives by exposing their own vehicle as bait. Then they would, if they survived long enough, slip into what might have appeared to the Eldar to be a swirling disorganised mass of Leman Russ and Chimeras. It was nothing of the sort. Instead the Cadians were performing, en masse, highly coordinated manoeuvres, a much more refined version of what had been drilled into them during basic training years before. As the Eldar pilots unwittingly flew over the chaotic morass, the officers of the Imperium's squadrons had already plotted which of their big guns would be in position to fire upon them.

This tactic was by no means perfect and many of the Cadian 6th crews did not survive. However their efforts did prevent the swift, wholesale slaughter of Company Vengeance that its men had feared when they learned the scale of what they were facing. It also forced the Eldar to treat their enemy with a weary respect, and change to a much more considered and precise attack pattern that slowed the rate of attrition, enabling the Cadians to hold out until reinforcements arrived.

"It may have come as a surprise to you officer cadets to find yourselves standing here now with your belongings packed and orders in your hand to report to institutions that lean more towards the teaching of young officers in the ways of commanding infantry. But because I am of fair mind, I will explain in plain and simple words to you footsloggers why you are NO LONGER WELCOME here!

Not one of you. NOT... ONE... OF... YOU... grasped the significance in your analysis of the Battle for Betalis III for why General Odon chose to leave what most of you described as the 'safety' of Port Ryira to meet the Eldar out on the open field of battle.

You can of course take comfort that you were correct when you said that the space port could be easily defended in the event of a siege. Only a fool would not see the merits in having the ocean surrounding him on three sides and near impassable terrain to his front. But that is where you monumentally failed on two accounts.

First, the Eldar are not human. They do not think like us, they do not fight like us. They also would not have battered themselves into oblivion on its walls like a greenskin army would. Instead the Eldar would have unleashed such a torrent of firepower down upon it from the skies that there would have been nothing left of Port Ryira to storm.
Secondly, and most importantly, your questioning of General Odon's actions demonstrates that you do not have the merest inclination of how a tank commander thinks and behaves. Some of you still seem unsure of what I mean.
Well, as you obviously do not possess the instincts of a tank commander, let me spell it out. Odon left Port Ryira because there would have been no way he would have been able to stay there. Men such as he, and your few remaining colleagues are included in this, would break their way out of such walls with their bare hands if it meant a chance to feel the tracks of their tanks grind their enemy's bones into the dirt and pound his armies into submission with their guns.
I despair that you will one day lead men into battle knowing that you may well choose to cower behind walls rather than stand and fight. Had I the authority I would shoot you all now myself as the pitiless cowards you are and save the Commissariat the trouble later. But alas, these are things not for me to decide.
So pick up your belongings and leave NOW before I have you removed."

Transcript of Expulsion of Class 424, Pask Academy, Dalos Prime

COMMANDER OF THE 6TH CADIAN ARMOURED REGIMENT

GENERAL MYNDORAS ODON

A product of the unceasing military machine of Cadia, Myndoras Odon demonstrated early on in his career an exemplary skill for tactical doctrine and command that far surpassed that of his fellow conscripts. By the age of sixteen his squad leadership abilities had impressed his superiors to such an extent that he was given command of a Whiteshield platoon, holding the rank of junior lieutenant; an outstanding achievement even by Cadian standards.

Odon's reputation as a promising young officer was sealed during a tour of the defences along the Cadian Gate where his platoon saw action many times against marauding Chaos pirates and Ork warbands. As part of the Cadian 304th Regiment garrisoned there, he personally led the young Guardsmen of his platoon into the heat of battle; each time spurring them on to meet their foe with equal ferocity, but tempering their youthful exuberance with level-headed devastating effect.

Following his successful tour of duty and in recognition of his achievements, Junior Lieutenant Odon was reassigned to one of Cadia's renowned officer training corps where he was to eventually specialise in the tactical doctrines and strategies of armoured warfare. Unlike many other Imperial Guard regiments where officer training is academy based, Cadia's officers are trained on the frontlines, the notion of shutting its young military talent away in the stuffy halls of academia for years on end seen as a total waste of time in a region where war is always on the horizon. For his actions whilst leading an Armoured Fist company in vicious street fighting against human rebels on Arn's World, Odon was field-promoted to Colonel and posted to the headquarters staff of the Cadian 6th Armoured Regiment, eventually rising to the rank of general.

Over the course of his long career Odon has been wounded in action five times and ultimately received the Macharian Cross for his actions on Arn's World. He has only ever been seriously wounded once, during the regiment's involvement in the war against the Ork hordes of Warlord Ugblitz on Saras VII.

His injuries were inflicted as the General's command tank breached one of the final Ork barricades that surrounded the beseiged city and was overwhelmed by the Ork warlord's personal bodyguard. Bloodthirsty beyond sense, even for a race as warlike as the Orks, the hundred strong mob of Ork Kommandos launched themselves upon the General's battle tank. At such close range, its guns proved useless and had it not been for the quick actions of the crew of a nearby Bane Wolf then he might not have survived. Even then the cloud of acidic poisonous gas it spewed into the ferocious Ork mob found its way into the General's Leman Russ through the damage the Ork mob had caused to it, inflicting horrific burns upon the revered tank commander and the other Guardsmen within.

When the Ork Waaagh! was finally contained, the Cadian 6th's heavy losses saw it withdrawn from the frontline to re-arm, train and await fresh recruits into their heavily depleted ranks. Whilst the new conscripts were en-route from Cadia, the Cadian 6th was placed in strategic reserve and ordered to garrison the frigid world of Betalis III, where it would also undergo an intensive course of arctic environment training. It was during this posting that the Eldar attacked, and lacking experienced, combat-ready forces, General Odon used his new powers as Consul Militant of the system to swiftly induct additional forces to fight alongside the Cadian 6th, building it up into an army capable of meeting the unprovoked Eldar invasion.

As the war for Betalis III progressed, the General personally led his battle group into the fray against near overwhelming odds. That he was able to command such a force with what must have been still near debilitating injuries is a testament both to the veteran commander and also to the bloodstock of Cadia.

The successful defence of the ice world was destined to be the General's final victory. After the Betalis III incursion, the Cadian 6th Armoured Regiment was sent once again to fight against the Tyranids, this time on the fringes of the Segmentum Pacificus. General Myndoras Odon was killed when his command vehicle was thrown into the air by a Mawloc that had erupted from the ground below it, causing the vehicle to roll and the ammunition stored inside to detonate. The General's remains were later recovered and carried from the battlefield with full military honours. They have since been interred within a chapel upon the cardinal-world of Armastem VII.

GENERAL MYNDORAS ODON .... 115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
General Odon	4	4	3	3	3	3	3	10	5+
Veteran Guardsman	3	4	3	3	1	3	1	7	5+

Unit Composition:
- General Odon (Unique) and 4 Veterans

Unit Type:
- Infantry

Wargear (General Odon):
- Flak Armour
- Refractor Field
- Laspistol
- Power Fist
- Frag and Krak Grenades
- Close Combat Weapon

Wargear (All Guardsmen):
- Flak Armour
- Lasgun
- Frag and Krak Grenades
- Close Combat Weapon
- One Veteran Guardsman has a Vox-caster
- One Veteran Guardsman replaces his Lasgun with a Meltagun
- One Veteran Guardsman has a Regimental Banner.

Options:
- The squad may include any of the Regimental Advisors and their Bodyguards as listed in *Codex Imperial Guard.*

Transport:
- Odon's Command squad may take a Chimera or a Valkyrie as a dedicated transport option.

Special Rules (General Odon):
- Supreme Commander
- Careful Planner

Supreme Commander: General Odon can issue up to three orders each turn, and has a command radius of 24". Odon can use the Bring it Down!, Fire on my Target!, and Get Back in the Fight! orders, as well as the First rank, FIRE! Second Rank, FIRE!, Incoming! and Move! Move! Move! orders.

Careful Planner: If General Odon is leading an Imperial Guard army, the Imperial Guard player may re-roll any attempt to steal the initiative when determining which side gets the first turn.

HQ: General Odon and his Command squad are a HQ choice for an Imperial Guard army.

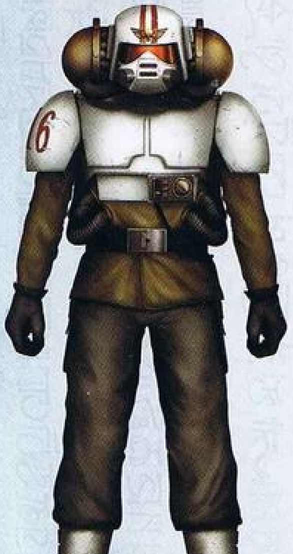
THE CADIAN REGIMENTS

Cadia is one world amongst many thousands in the Imperium, and has an honoured and bloody place in its history, for Cadia stands upon the edge of the Eye of Terror, within a narrow corridor of stable and navigable space known as the Cadian Gate. As a result for millennia has Cadia weathered the storm of invasion and horror from within the Eye and stood unconquered, and this history of near-endless threat and warfare has bred warriors of surpassing discipline and skill.

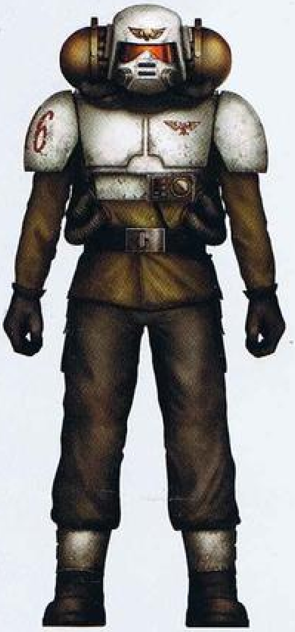
Cadia is a war world, its culture and infrastructure entirely devoted to the raising and equipping of regiments for the Imperial Guard, the defence of the Cadian Gate and the surrounding systems. The primary regiments raised by the Cadians are designated as Shock Troop Regiments, and maintain a mixture of arms and equipment, supported by integrated artillery and heavy armour, but their true strength lies first and foremost in the skill, discipline and courage of the Cadian Guardsmen themselves. It is their indefatigable ranks operating as one that grant the Shock Troop Regiments the flexibility to react to changing tactical and strategic needs on the battlefield, and the numbers and fortitude required to grind an enemy into extinction through overwhelming firepower or sheer attrition. In addition to the rank and file of the Cadian regiments, numerous specialised formations and troop types are integrated into their organisational structure, ranging from dedicated sapper units and combat engineers, to the 'Whiteshield' youth armies to the elite 'Kasrkin.' In particular the Kasrkin (named for the Kasr fortress citadels of Cadia) are rated as amongst the most superior forces in the entire Imperial Guard, and are easily the equivalent both in combat capacity and wargear with the Stormtroopers of the Schola Progenium.

In addition to the Shock Trooper Regiments, Cadia also produces dedicated mechanised, artillery, reconnaissance and armoured regiments, many of which have had long and distinguished histories and, just as with the Cadian Shock Trooper Regiments, have served across the Imperium in countless warzones and Crusades. One such regiment, the 6th Armoured Regiment, was to play a key role in the Betalis conflict.

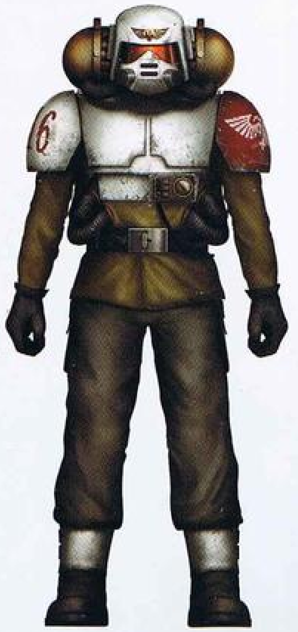
Such has been the success and glorious record of the Cadian regiments in the defence of the Imperium that they have long been held up by the Adeptus Terra as the epitome of the Imperial Guard. As a result they have provided a template for others to imitate and there are regiments raised on worlds as far apart as the hive world of Brimlock and the holdfasts of the Coronus Nebula that have sought to emulate the martial traditions and structures of lauded Cadia.



Sergeant Drask
6th Squad, 1st Company,
Cadian 6th Armoured Regiment



Trooper Kane
6th Squad, 1st Company,
Cadian 6th Armoured Regiment



Trooper Faltan
Weapons Specialist
6th Squad, 1st Company,
Cadian 6th Armoured Regiment

The Cadian regiments are well-equipped and represent some of the highest standards of wargear and supply of any standing Imperial Guard formation. Their issue to the rank and file complies unwaveringly to the edicts of the Departmento Munitorum for frontline combat operations, with procurement fulfilled by manufactora on Cadia itself as well as a number of Forge Worlds and industrial facilities in the attendant sectors feeding their output directly to serve the needs of the Cadian Gate's defence. This wide net of production also means that a considerable variety of weapons systems, patterns of vehicles and other heavy equipment can be found at the Cadian regiment's disposal, from standard designs such as the Mars Pattern Leman Russ to relative rarities such as the Destroyer Tank Hunter in specialised units.

Kantrael MG 'Short' Pattern Lasgun. Standard issue longarm of the Cadian regiments.

Kantrael MG 'Defender' Pattern Service Laspistol. Standard issue to NCOs and officers in the Cadian regiments.

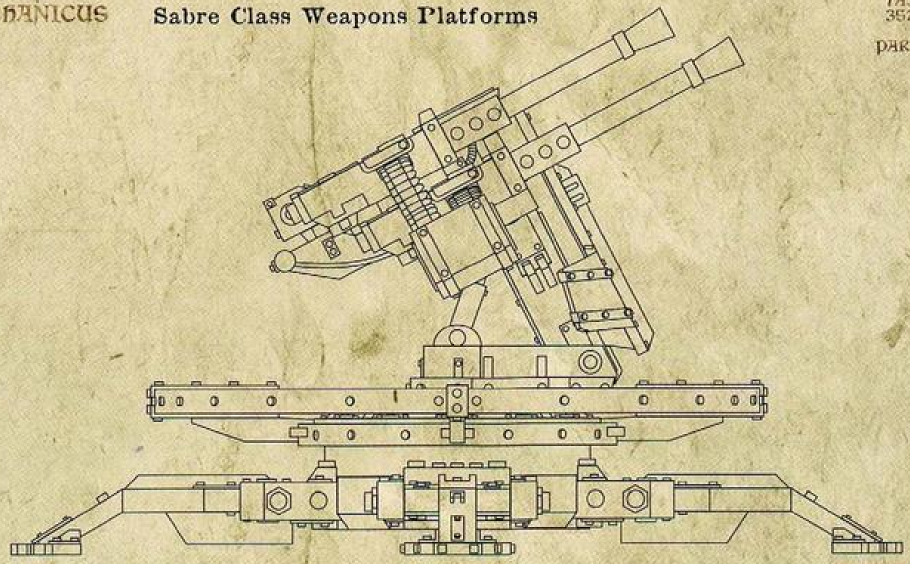
Infantry equipment: Fragmentation and Armour-piercing Grenades, 19 Megathule-range M-series Power Pack.

ADEPTUS
MECHANICUS

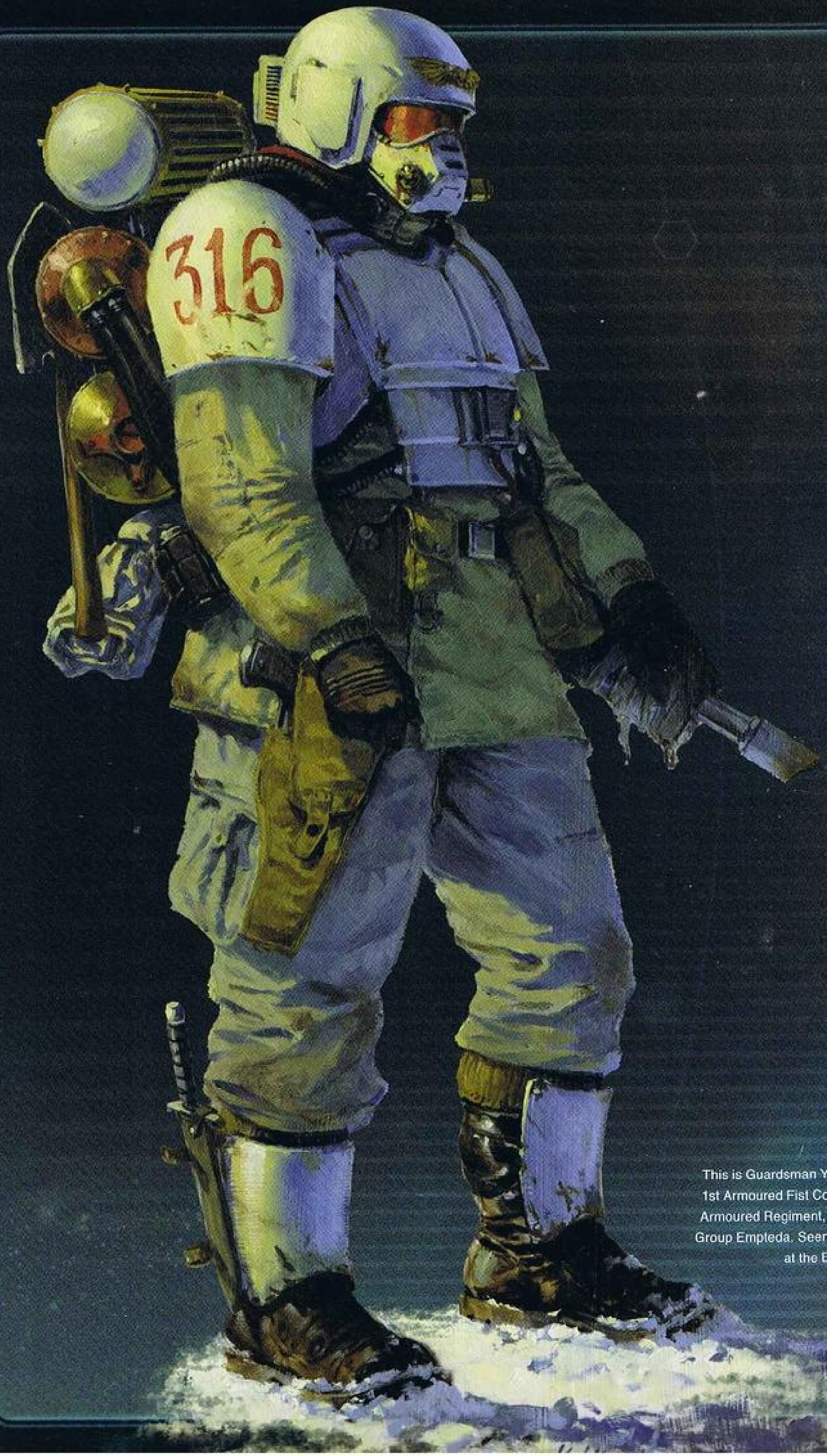
TECHNICAL SPECIFICATIONS:
Sabre Class Weapons Platforms

DVCA-I6Z:8CS
7A3:04A
35Z:9B4

PART ......



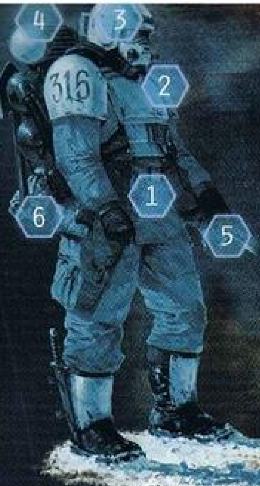
Favoured by armoured and support regiments, the Sabre is a deployable static defence system that can be used to provide additional firepower to a forward deployment area or rapidly fortify a position against attack. The Sabre platform features dual heavy weapon mounts utilising standard Imperial Guard weapons for ease of supply and maintenance, with common payloads including heavy bolters as anti-personal weapons, lascannon for anti-armour defence, and either autocannon or a specialised quad-heavy stubber rig for air defence.



This is Guardsman Yestr of 3rd Platoon, 1st Armoured Fist Company, 6th Cadian Armoured Regiment, seconded to Battle Group Empteda. Seen here before action at the Battle at the Alnitac.

IMPERIAL GUARDSMAN

6TH CADIAN ARMOURED REGIMENT



1. Uniform

This Cadian Guardsman is fully equipped with a frigid environment survival suit. The Guardsman's standard uniform has been adapted to fit the frigid environment survival pack's cables through which heated air is pumped into the suit, forming a warm inner 'pocket'. Unofficially known to Imperial Guardsmen as a 'hot-suit', similar technologies are used by Explorator teams and colonists on frontier ice worlds.

To retain the heat, his uniform includes an insulated lining of local manufacture, using animal fur (most likely from Toryx skins imported from neighbouring systems). The regiment's combat uniforms were issued in various arctic and tundra camouflage patterns as well as plain white, but the majority were as shown, with white armour over tan and grey. Given the regiment's rapid and eclectic expansion there was little standardization enforced.

The Guardsman's boots are standard issue, Betalis manufactured, combat boots, again insulated with a lining of Toryx fur. They also have detachable reinforced shin protection. The same pattern boots are issued in their billions to Imperial Guardsmen and are much-liked, being regarded as both strong and 100% waterproof.

2. Flak Armour

Over his uniform the Guardsman wears standard issue flak armour, consisting of a breastplate and shoulder pauldrons. These are constructed of an impact absorbent carbi-fibre layer under a simple shaped plasteel plate. Each armour piece straps onto his fatigues and provide protection against impact hits, but they are considered rather cumbersome, especially for Armoured Fist squads.

The shoulder pads bear his squad identification number (right) and the regimental number (left – not visible).

3. Helmet

The Guardsman wears a standard issue Cadian tri-dome helmet and Mark XIc rebreather with its own oxygen supply and a polarized snow visor, vital on Betalis III to prevent glare and snow blindness. The air supply is required for any extended exposure to the planet's toxic atmosphere. The helmet bears a dedication eagle, declaring the regiment's loyalty to the Imperium, and contains a short-range comm link.

Also commonly issued was an insulation-lined field cap, worn by some Guardsmen when not in imminent danger and favoured by sergeants and officers.

4. Frigid Environment Convector Pack

Operations in such a dangerous sub, zero environment require additional preparation and equipment to be issued. In order to fight in Betalis' constant sub-zero temperatures the Guardsman carries a frigid environment convector pack, manufactured on Betalis III for its planetary defence forces. This heavy backpack unit serves two functions: it supplies clean air to the breather mask via oxygen scrubbers and includes a heating element and pump to supply warm air into the Guardsman's uniform.

The backpack is constructed in three parts. The centre of the unit contains the pumping mechanisms, diverter valves and emergency pressure release vent. The lower section is the primary heat exchange coils. The top section is an emergency oxygen tank (included as a back-up should the oxygen scrubbers become damaged or fail). The pack has a control/regulator unit, easily accessible, mounted upon the breastplate.

Whilst bulky and encumbering, similar convector packs are used by Explorator teams and colonists on frigid frontier worlds.

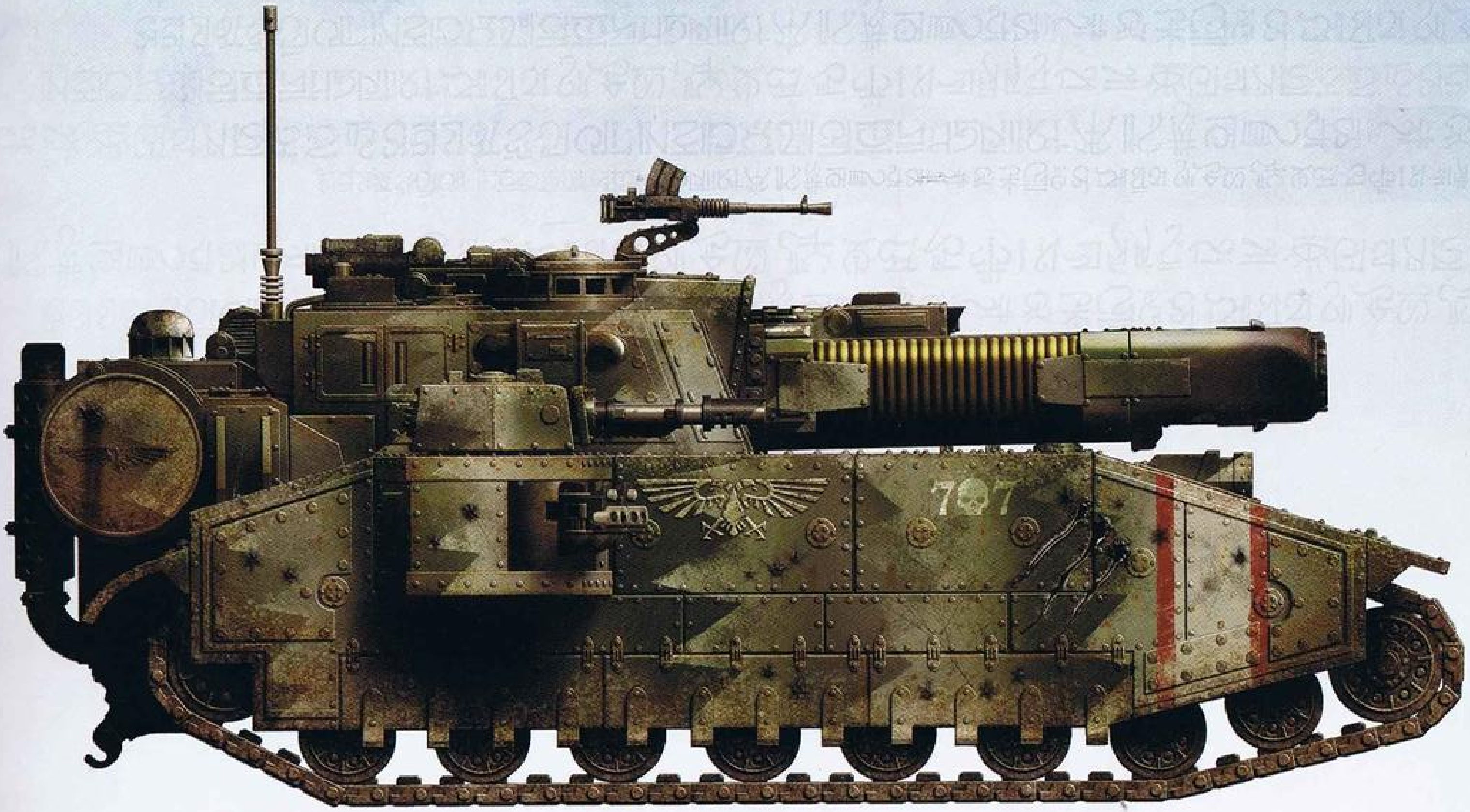
5. Lasgun

This Guardsman's principal weapon is the ubiquitous Kantrael pattern, 19 megathule lasgun. A robust rifle produced in the millions, this standard issue lasgun has a power pack good for 50 shots. It fires single-shot or semi-automatic bursts and includes a bayonet lug to fit the standard issue combat knife. The rifle is easily capable of operating in sub-zero temperatures; its excellent durability is one of the main reasons it is issued in such large numbers to Imperial Guard regiments across the galaxy.

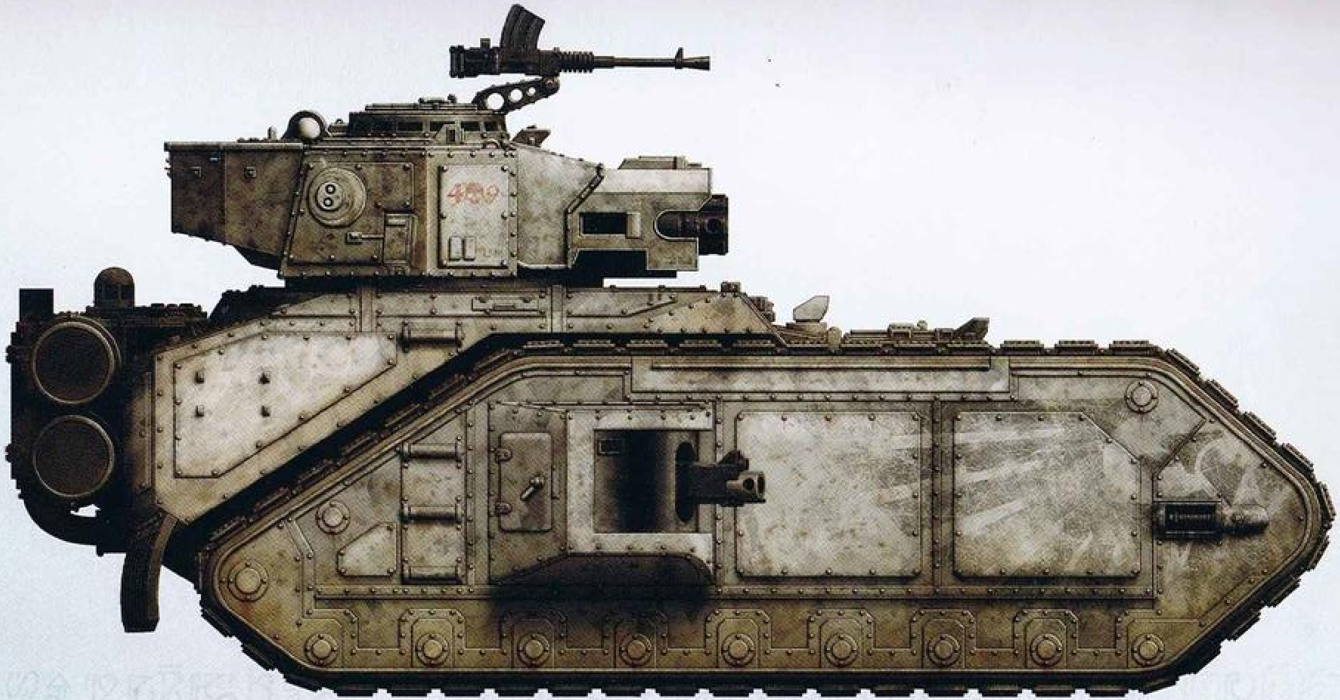
As a secondary weapon he has procured a pistol. Difficult to identify whilst inside its holster, it is likely to be a laspistol or autopistol. Although not regulation issue Guardsmen heading into combat often source their own back-up weapons. He also has a combat knife/bayonet in a boot scabbard and a fragmentation grenade on his belt.

6. Load Bearing Equipment

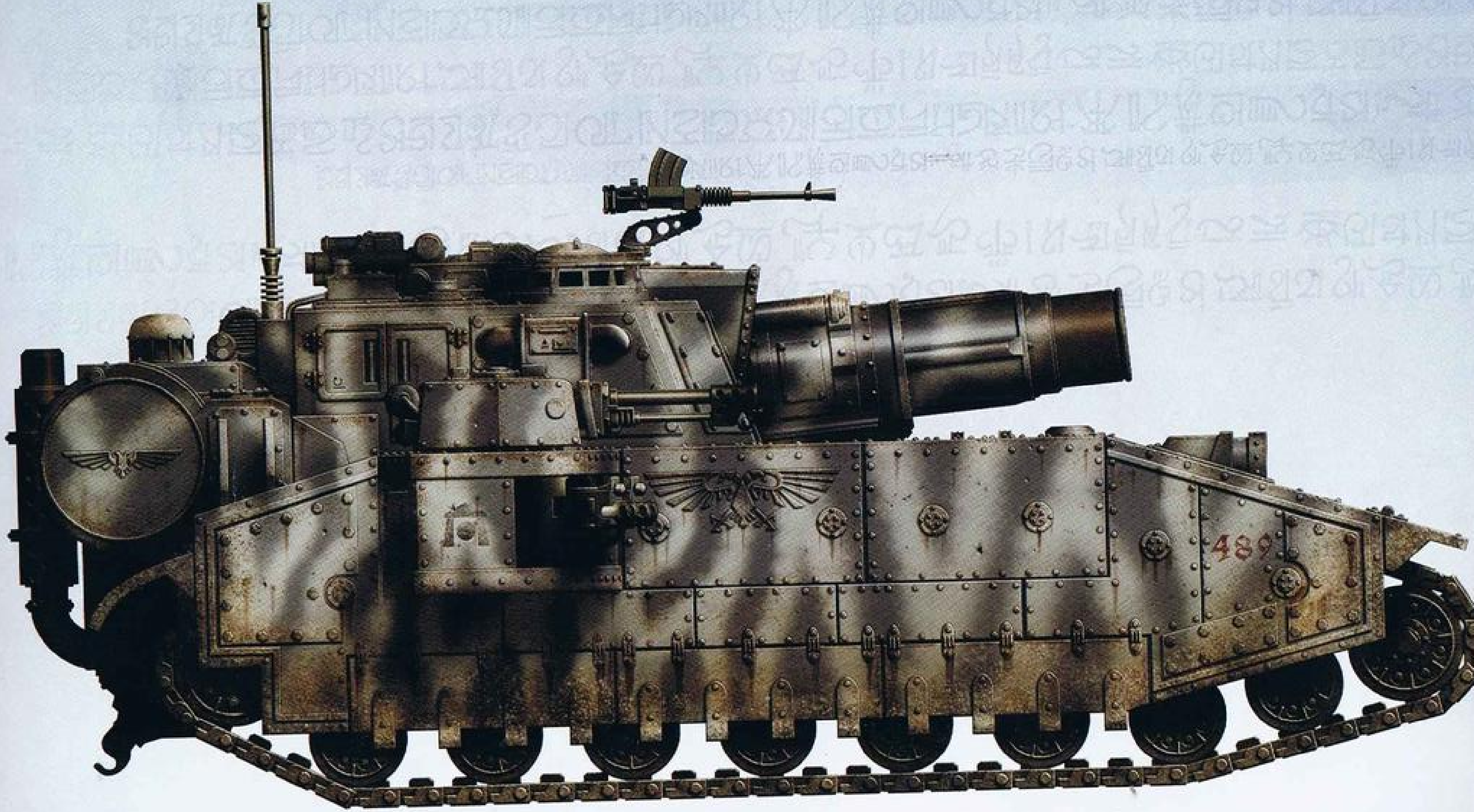
His webbing contains a personal medi-kit, a lasgun maintenance kit, miniature stove and fuel tablets, convector pack maintenance tools and replacement filters, emergency shelter, high-protein ration packs, the rebreather unit's storage pouch and an entrenching tool. He also has an ammunition pouch for spare lasgun powerpacks, readily available on his belt.



The Arkurian Pattern Stormblade *'Huntsman'*. Command vehicle of the Super-heavy Support Detachment 7th Company of the Vaust 14th Regiment. The *Huntsmen* was the only survivor of its unit in the Betalis conflict and was later reassigned to the Cadian 6th Armoured Regiment with honours.



Macharius Vulcan Pattern Heavy Tank *'Shadak Dar'.* Vaust 14th Regiment, redeployed to support Legio Gryphonicus Titans during the Betalis Campaign. Attributed with the destruction of an Eldar Revenant Titan in battle before it was itself lost.



The Arkurian Pattern Stormsword *'Throne of Ishrehael'*. This Super-heavy Siege Tank was redeployed to the Cadian forces as an auxiliary for the Betalis Campaign. Its markings indicate that it may have formerly belonged to a Brimlock regiment and carries campaign badges from a past defence of the Cadian Gate.

MALCADOR 'INFERNUS'

The Malcador 'Infernus' has now largely been replaced by the faster and more reliable Hellhound in frontline Imperial Guard regiments. A few aging machines survive, mothballed as Sector war reserves, but it is now an armoured vehicle firmly relegated to second line duties, and it is not uncommon to find aging Malcadors in the arsenals of Garrison Auxilia units or Planetary Defence Forces.

In effect the Malcador 'Infernus' is simply a huge flamer on tracks. To supply its massive inferno gun with fuel, it tows behind it a large fuel trailer. Within this promethium is stored in multiple parts pumped independently and mixed together in a chamber just behind the barrel to create a chemical 'jelly' which, after being compressed, jets out in a flaming mass that sticks to any surface. The massive gout of flames launched from the Malcador's inferno gun is also effective at clearing minefields, the sudden heat detonating mine fuses on contact. As well as its main, weapon the vehicle also has two sponson mountings for additional heavy weapons.

A highly flammable vat of chemicals is a dangerous cargo to drag about any battlefield, and enemy fire has, on occasions, caused the entire load to detonate in a spectacular fireball that incinerates the Malcador and its crew. Postings to serve as Malcador 'Infernus' crew are therefore never well received by Guardsmen.

Some unscrupulous commanders have refilled the Malcador's fuel tanks with corrosive toxins and acidic gases, turning it into a fearsome chemical gas dispenser, deployed when the complete eradication of the enemy is ordered. The infamous Death Korps of Krieg siege regiments have been responsible for such genocidal operations on many occasions.

Its age means the tank often suffers from mechanical failures. A lack of spare parts sometimes make these fatal, failures. Spare parts are always at a premium for units equipped with Malcadors, with only a few Forge Worlds now able to supply them.

As with all Malcador variants, it suffers with an underpowered engine which, whilst functional, means the tank struggles, especially on steeper gradients and can quickly overheat. Although it lacks the usual smoke launchers, one additional feature of the Malcador is that it can quickly generate smoke by injecting fuel onto its hot engine, which then burns and creates a billowing acrid cloud bank through the engine decks as an impromptu smoke screen.

On Betalis III, a company of Malcador 'Infernus' were found in the inventory of its Planetary Defence Force, with the big flamers being used primarily to quickly de-ice important roads, airfields and landing grounds. They were only kept in service as engineering vehicles, no longer considered fit for front line service.

When General Odon began to re-organise the 6th Cadian Armoured Regiment, he inducted the squadron into his order of battle and placed them in the Engineering brigade. These troops were then divided amongst the regiment's three battle groups, with just two or three vehicles available to each commander. Those of Battle Group Empteda were lost in its destruction at the Alnitac facility. Those of Battle Group Odon formed part of his armoured reserve (due to their lack of speed) and were finally committed to the war effort on the Alacian Plains when the General ordered Company Vengeance's last counter-attack. None survived the fighting. The vehicles of Battle Group Vlaar did not see action during the war.

MALCADOR 'INFERNUS'..270 POINTS

		Armour		
	BS	F	S	R
Malcador 'Infernus'	3	13	12	11

Unit Composition:
- 1 Malcador 'Infernus'

Unit Type:
- Super-heavy Tank

Structure Points:
- 2

Wargear:
- Hull-mounted Inferno Gun
- Two sponsons, each with one Heavy Stubber
- Searchlight
- Smoke Launchers

Special Rules:
- Engine Damage
- Highly Flammable
- Chemical Ammunition

WEAPON	RANGE	STR	AP	SPECIAL
Inferno Gun*	Hellstorm	7	3	Heavy 1, Primary Weapon
Heavy Stubber	36"	5	6	Heavy 3
Heavy Bolter	36"	5	4	Heavy 3

** To fire the Inferno Gun, place the Hellstorm template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The Inferno Gun is then treated like any other Template weapon.*

Options:
- The Malcador may exchange both its sponson Heavy Stubbers for:
  - Heavy Bolters........+5 points
  - Heavy Flamers........+5 points
  - Autocannon........+20 points
  - Lascannon........+30 points
- The Malcador can replace its Standard Flammable Fuel with Chemical Ammunition for........+10 points
- The Malcador 'Infernus' may take any of the following:
  - Pintle-mounted Heavy Stubber........+10 points
  - Hunter-killer Missile........+10 points

Engine Damage: The first time the super-heavy tank suffers a 'Drive Damage' result, roll a D6. On the roll of a 4+ the tank is immobilised rather than suffering reduced speed.

Highly Flammable: Carrying large amounts of flammable fuel, the trailer is a rolling bomb! If the Malcador 'Infernus' suffers an Explosion result on the Catastrophic Damage table, then roll a further D6. On a 2+ treat the Explosion as an Apocalyptic Explosion! instead.

Chemical Ammunition: The standard combustible fuel can be replaced by corrosive chemicals. If this upgrade is chosen then the 'Highly Flammable' rule no longer applies. In this case the Inferno Gun's profile is changed as follows:

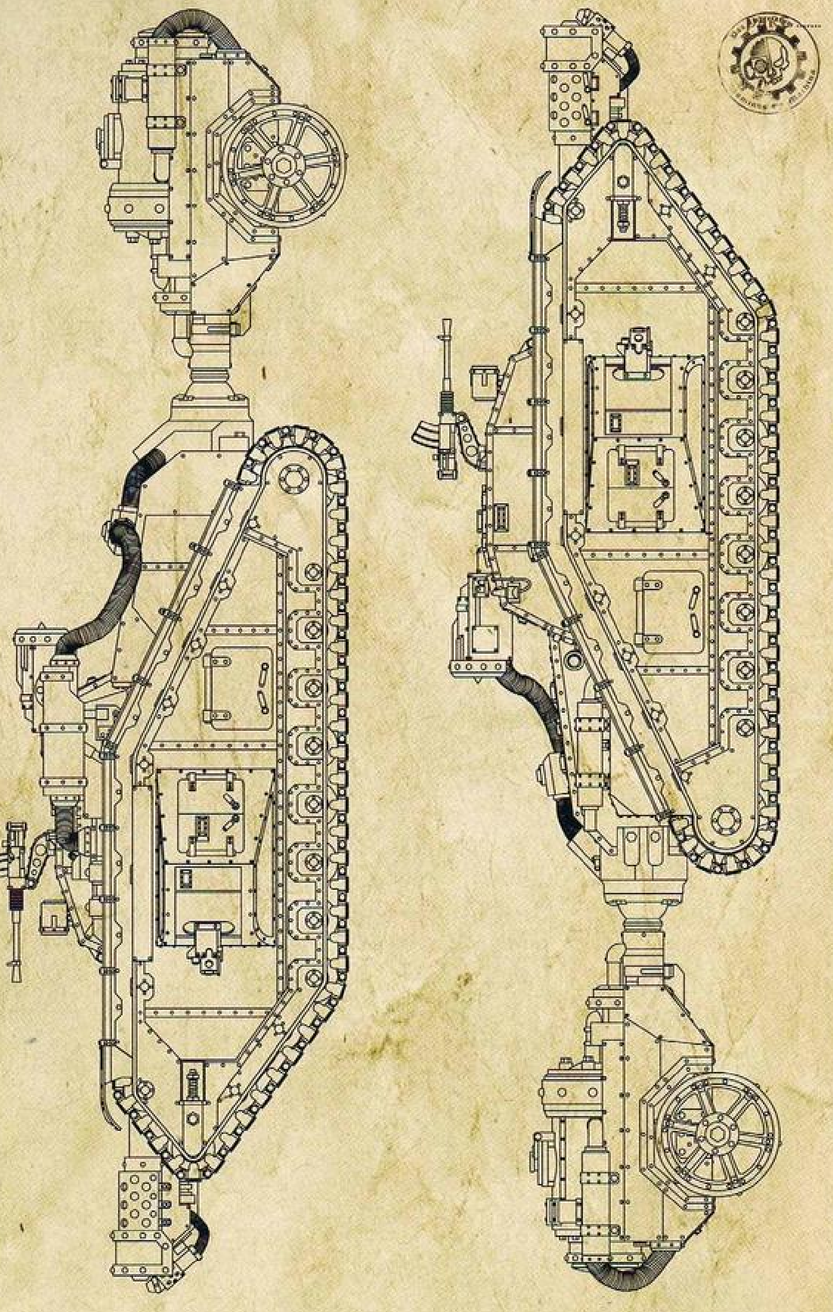
WEAPON	RANGE	STR	AP	SPECIAL
Inferno Gun*	Hellstorm	1	2	Heavy 1, Primary Weapon, Poisoned (2+)**

***Against targets with a Toughness value, hits from chemical ammunition will always wound on a roll of 2+.*

ADEPTUS
MECHANICUS

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8L5
7A3:04A
35Z:9B4



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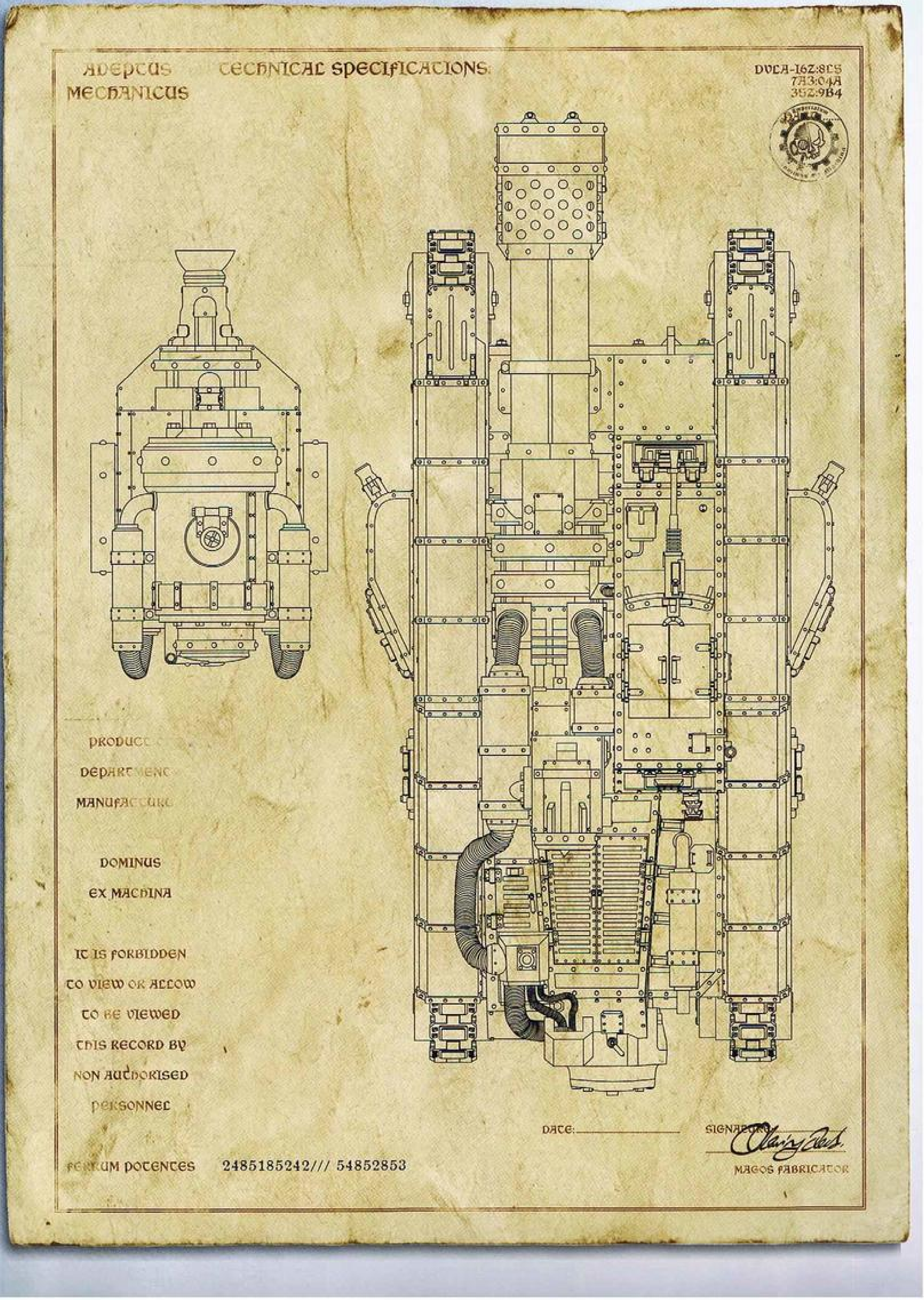

ADEPTUS MECHANICUS

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8LS
7A3:04A
3SZ:9B4

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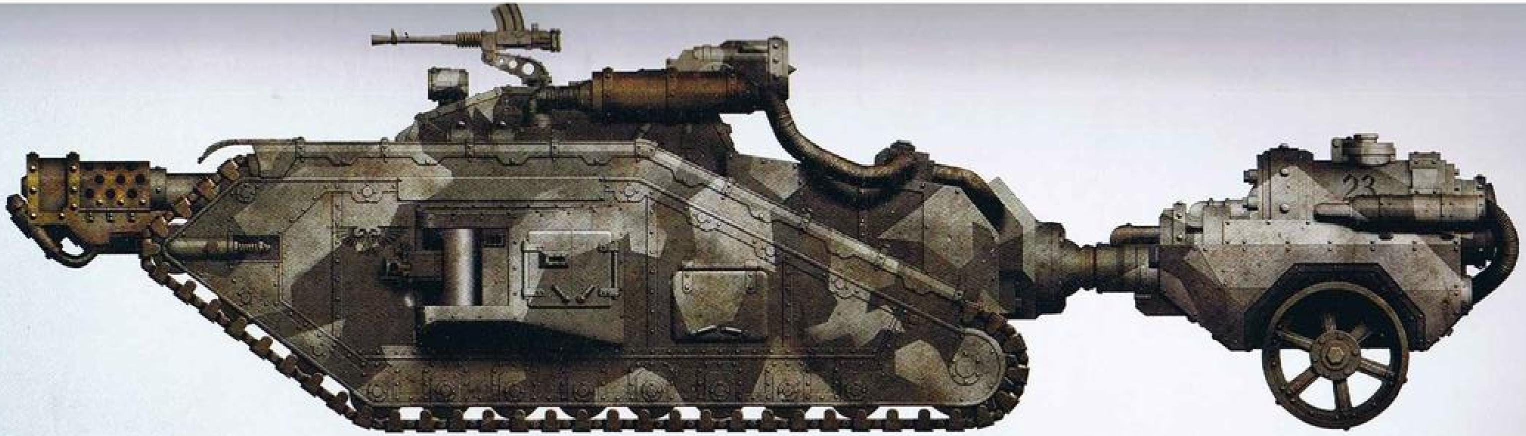
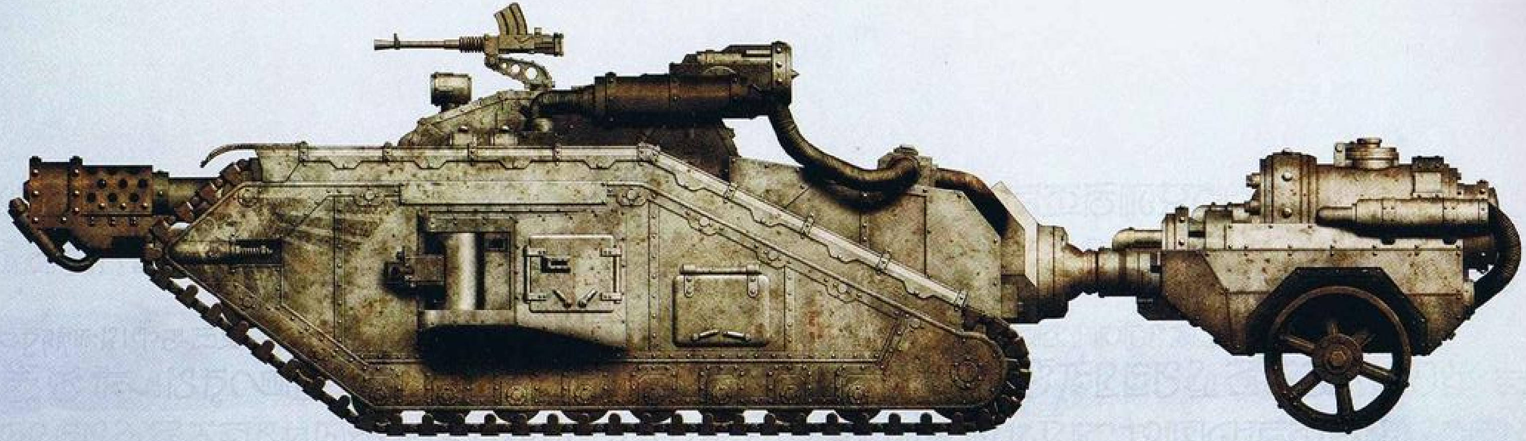


Malcador 'Infernus'. Cadian 6th Armoured Regiment. Nominally a siege weapon, the Infernus is equipped with a massive flamer weapon which proved of use in the Betalis campaign both in clearing ice-strewn debris and in defensive actions in dense terrain.



Malcador 'Infernus' *Old Five-Six.* Drawn from the Betalis Planetary Defence Reserve for the campaign, this vehicle was rapidly refitted by the Enginseers of the Cadian 6th and attached to Company Vengeance. The vehicle was accounted to have destroyed several Eldar walker units in close action on the Alacian Plains before succumbing to a catastrophic ammunition explosion due to enemy fire.

PRAETOR ARMOURED ASSAULT LAUNCHER

Based upon a variant hull design of the Crassus Armoured Assault Transport, the Praetor is named for the sophisticated multiple heavy launcher system it mounts in place of the Crassus' generous transport capacity.

The Praetor launcher is a sophisticated weapon that far predates the introduction of the Crassus itself, and it is thought to have last seen widespread service on the land-leviathans of the Tellarite Rebellion forces which gouged out their own pocket-empire during the dark years of the Nova Terra Interregnum.

The STC template for the weapon – along with several others of note – was thought lost until relatively recently when the tech-priests of the re-consecrated Forge World of Zhao-Arkkad unearthed the data in the depths of that once nightmare-haunted realm.

This has ultimately led with the dissemination of the powerful Crassus chassis to the introduction of a new mobile Praetor-weapon platform by Zhao-Arkkad's manufactora, which has spread relatively swiftly through frontline regiments throughout the Segmentum Tempestus and beyond.

While the Praetor's relative sophistication and materiel cost means it will unlikely supplant more common Imperial designs, its durability and versatility have already found it a treasured place in the arsenal of units facing the harshest enemy powers ranged against them.

Due to its low numbers in the region, the Praetor saw limited action during the incursion of Betalis III by the forces of the Mymearan and Alaitoc Craftworlds. Its crews distinguished themselves, however, during the Battle at Alnitac, their Praetor launchers being equipped with missiles carrying both Foehammer and Firestorm warheads. These accounted for the majority of confirmed kills amongst the Corsairs who attacked Battlegroup Empteda at the Bregan Glacier, receiving little damage in return, until all were destroyed in the detonation of the facility.

Praetors assigned to Company Vengeance were mainly crewed by veteran Cadian 6th Armoured Regiment Guardsmen during the battles fought on the Alacian Plains. These were used in a long range defence capacity, providing cover from incoming Corsair vessels.

PRAETOR ARMOURED ASSAULT LAUNCHER .... 300 POINTS

		Armour		
	BS	F	S	R
Praetor	3	14	13	12

Unit Composition:
- 1 Praetor

Unit Type:
- Super-heavy Tank

Structure points:
- 2

Wargear:
- One Praetor Launcher
- Two front sponsons armed with Heavy Bolters

Options:
- A Praetor may replace one or both of its heavy bolters with the following options:
  - Heavy Flamers .... Free
  - Autocannon .... +5 points each
  - Lascannon .... +10 points each
- A Praetor may have one of the following upgrades from *Codex Imperial Guard*.
  - Hunter-killer Missile .... +10 points
  - Dozer Blade .... +10 points
  - Pintle-mounted Storm Bolter or Heavy Stubber .... +10 points

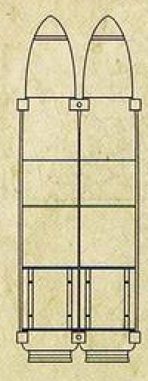
Praetor Launcher: This weapon system is a versatile, rapid-firing heavy missile launcher akin to the Whirlwind tanks employed by the Space Marine Chapters, but considerably larger and more potent. The Praetor may be fitted with a number of different munitions types, and the player must select one to use before the game begins and note this down. The Praetor uses this weapon profile for the entire game. Note that regardless of which type of ammunition is selected, the Praetor has the *Twin-linked* special rule, reflecting the acumen of its targeting augurs and its rapid rate of fire.

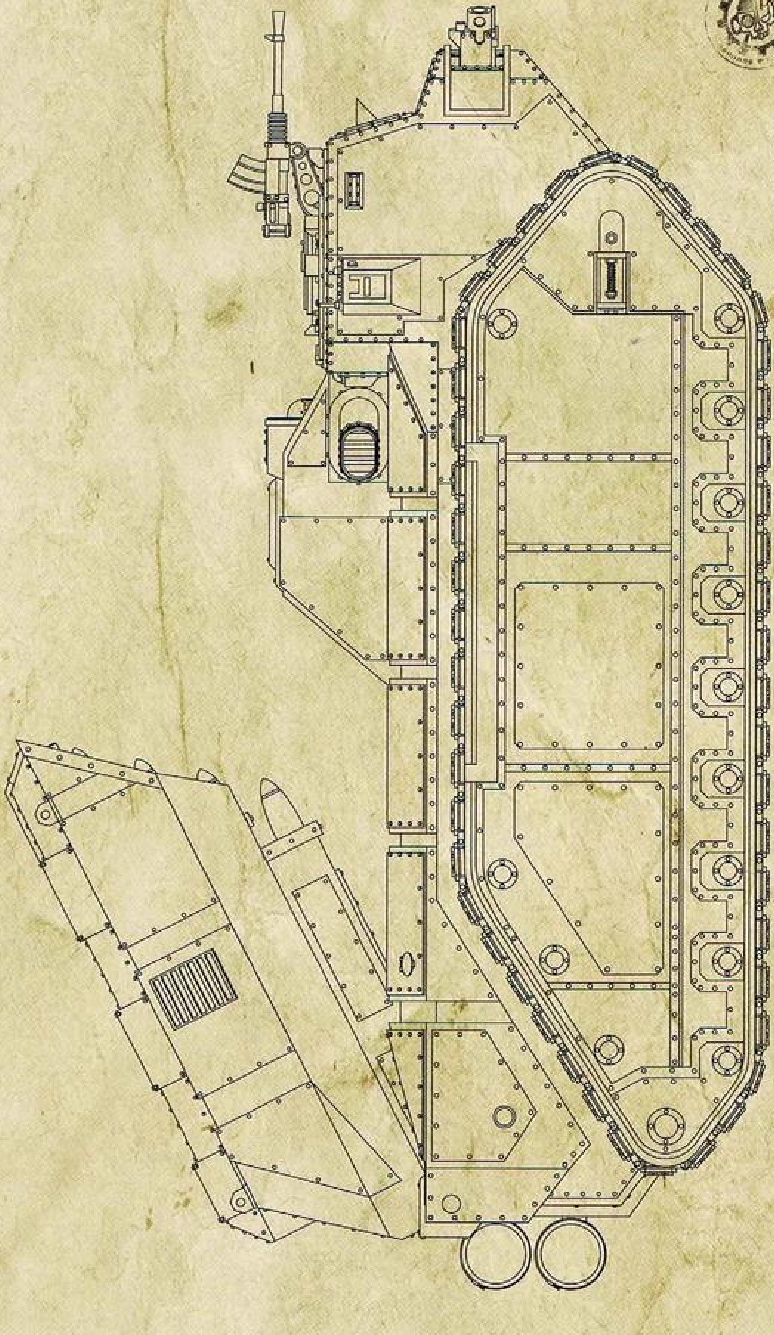
WEAPON	RANGE	STR	AP	TYPE
Praetor (Foehammer Warhead)	12"-120"	8	3	Ordnance Barrage 2, 5" Blast, Primary Weapon, Twin-linked
Praetor (Firestorm Warhead)	12"-120"	6	4	Ordnance Barrage 2, 7" Blast, Primary Weapon, Twin-linked, No Cover Save
Praetor (Pilum Warhead)	72"	8	3	Heavy 2, Primary Weapon, Twin-linked, AA Mount

ADEPTUS
MECHANICUS

TECHNICAL SPECIFICATIONS:

DVLA-16Z:8CS
7A3:04A
35Z:9B4





PRODUCTS

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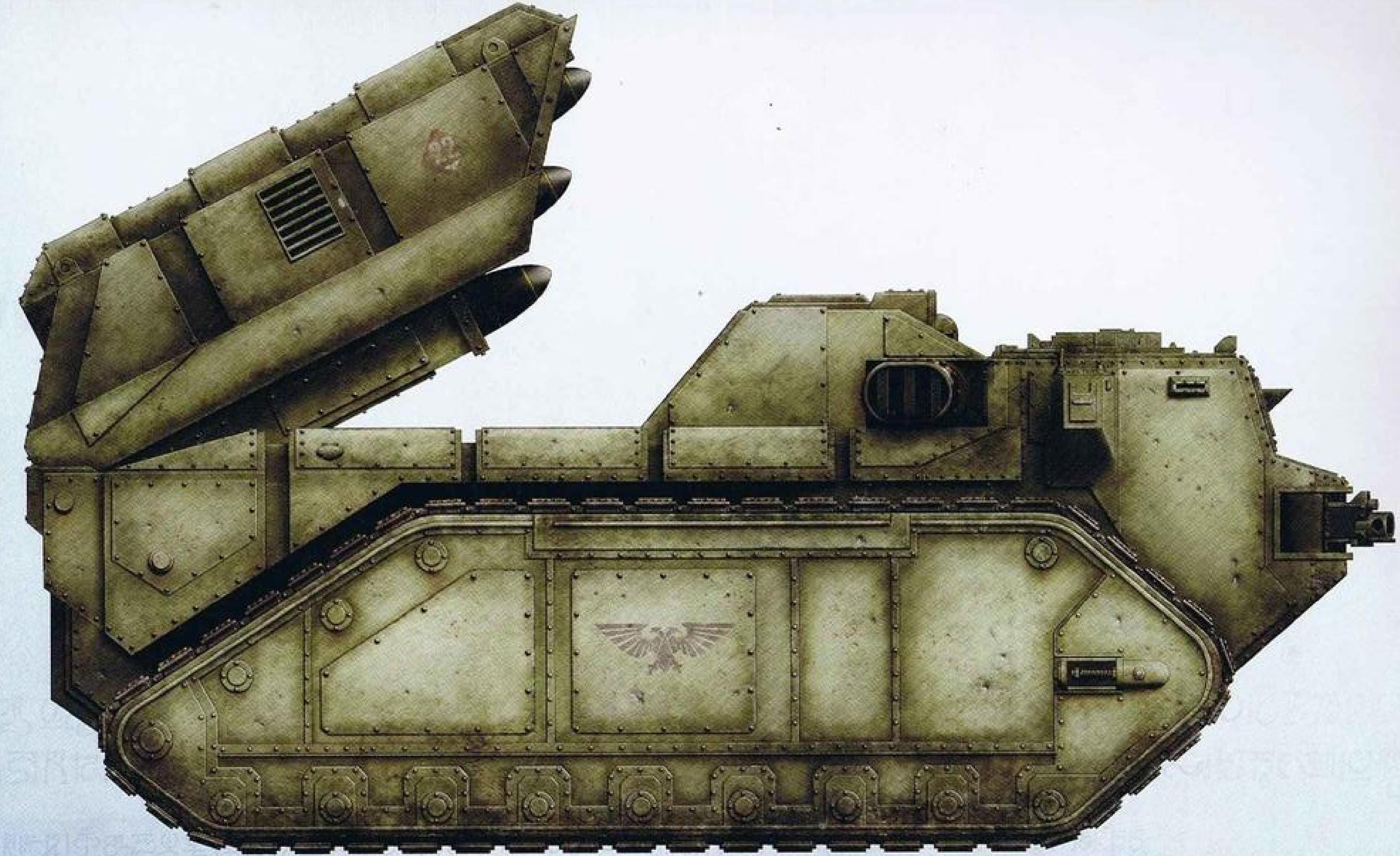


Praetor Armoured Assault Launcher, Company Vengeance.
Confirmed aircraft kills: 12.

CRASSUS ARMOURED ASSAULT TRANSPORT

This immense armoured carrier is named after one of Lord Solar Macharius' greatest generals, Borgen Crassus, who remained steadfastly loyal to the Imperium throughout the grim and bloody Macharian Heresy that followed the Lord Solar's death. Its provenance may be considerably stranger and older than commonly guessed, however, and some factions within the Divisio Militaris believe it is a 'reclaimed' design originating within the re-conquered Forge World of Zhao-Arkkad and, for that reason, suspect.

Regardless of this, the Crassus has become widespread in use by the Imperial Guard and Adeptus Mechanicus armoured units of the southern and western Segmentum Tempestus, and with production of the design being taken up in the last several centuries by the major Forge World of Lucius, it is now being used extensively to re-supply units close to the Eye of Terror to replace on-going losses in that steadily worsening warzone. There, as elsewhere, it has achieved considerable fame for its durability and power, leading it to develop an almost talismanic reputation for some siege assault units, to the disquiet of some within the Commissariat and Departmento Munitorum.

Its weapons are used in a primarily defensive capacity for troop deployment, but it can also be retrofitted with a hunter-killer missile. This one-shot option is most often used against enemy tanks. It is very effective, although best deployed en masse with that of other Crassus to maximise its effects.

On Betalis III the Crassus Armoured Assault Transport was crucial in deploying Guardsmen to the various war zones across the planet's frozen wastes. Capable of holding up to 35 Guardsmen or two Cyclops Demolition vehicles, it played a crucial role in the Battle at Alnitac, enabling Colonel Empteda to reach the facility before the Eldar and also ultimately enabling him to destroy the facility there to prevent it from falling into enemy hands.

CRASSUS ARMOURED ASSAULT TRANSPORT .... 250 POINTS

		Armour		
	BS	**F**	**S**	**R**
Crassus	3	14	13	12

Unit Composition:
- 1 Crassus

Unit Type:
- Super-heavy Tank

Structure Points:
- 2

Fire points:
- None

Access Points:
- One rear hatch. Up to two units may embark or disembark per turn

Transport Capacity:
- 35. It may also carry up to two Cyclops Demolition vehicles, which take up the space of five infantry models each.

Weapons and Equipment:
- Two front sponsons with Heavy Bolters
- Two side sponsons with Heavy Bolters
- Searchlight and Smoke Launchers

Special Rules:
- Overdrive

Options:
- A Crassus may replace any or all of its Heavy Bolters with the following options:
  - - Heavy Flamers .... free
  - - Autocannon .... +5 points each
  - - Lascannon .... +10 points each
- A Crassus may replace its side sponsons with armour plates, increasing its side armour to 14 at no extra cost.
- A Crassus may also have the following upgrades from *Codex Imperial Guard*:
  - - Hunter-killer Missile .... +10 points
  - - Dozer Blade .... +10 points
  - - Pintle-mounted Storm Bolter or Heavy Stubber .... +10 points

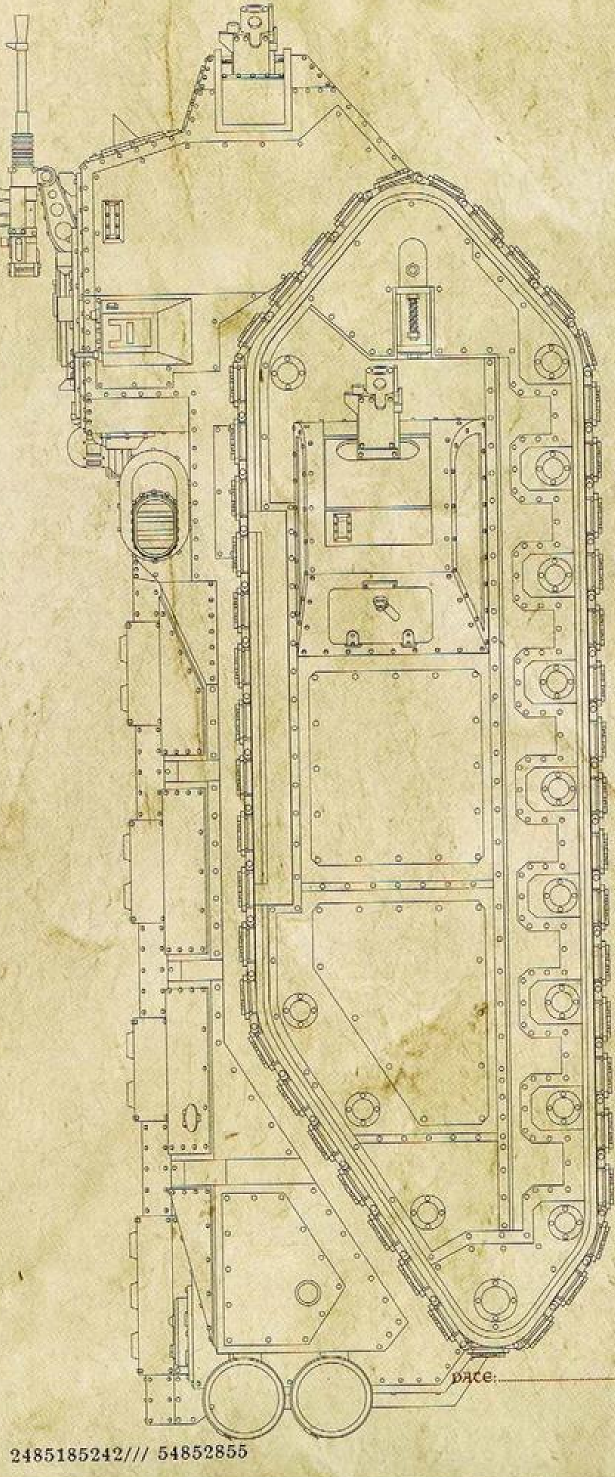
Overdrive: The Crassus possesses an unusually powerful drive system for a vehicle of its size, allowing it to move up to 12" in the Movement phase rather than the usual 6" for a super-heavy vehicle.

The forces of Company Vengeance advance under enemy fire.

ADEPTUS
MECHANICUS

TECHNICAL SPECIFICATIONS.

DVCA-I6Z:8C5
7A3:04A
35Z:9B4



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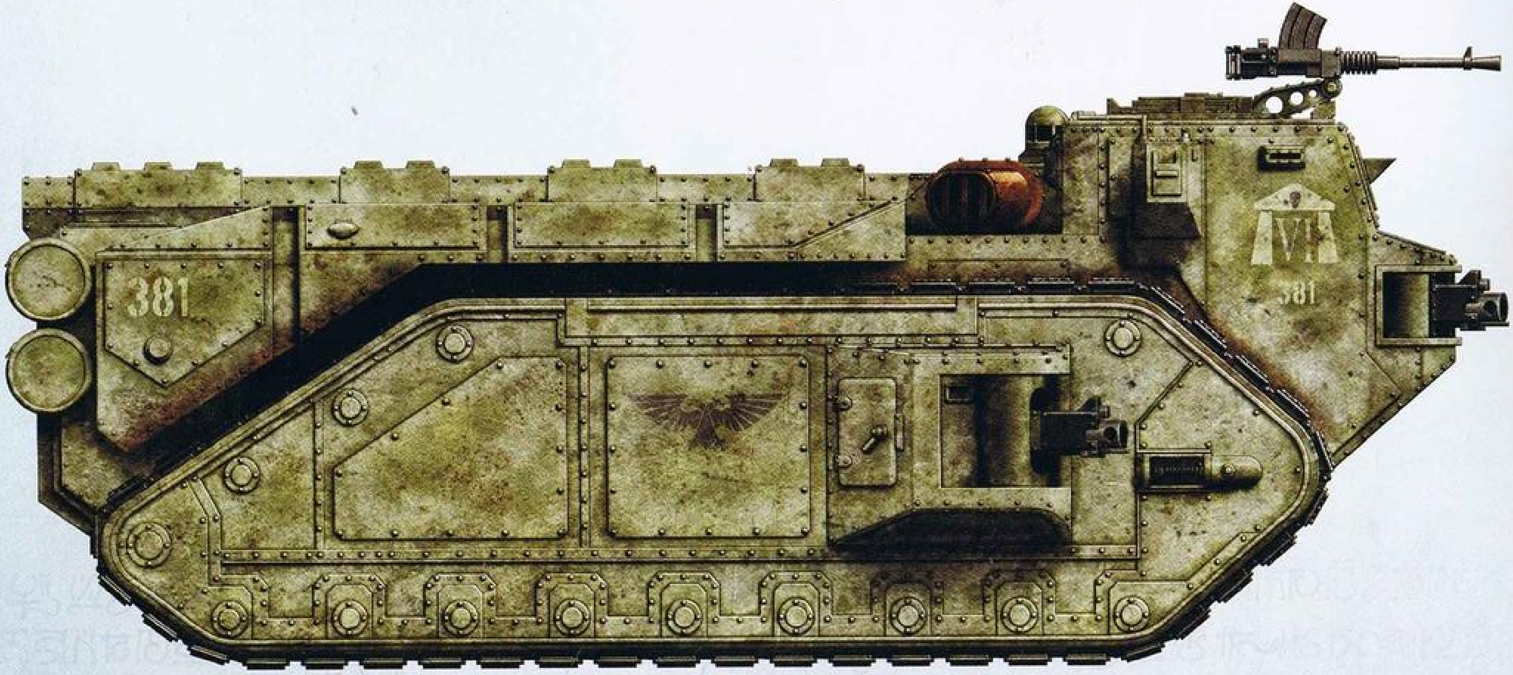
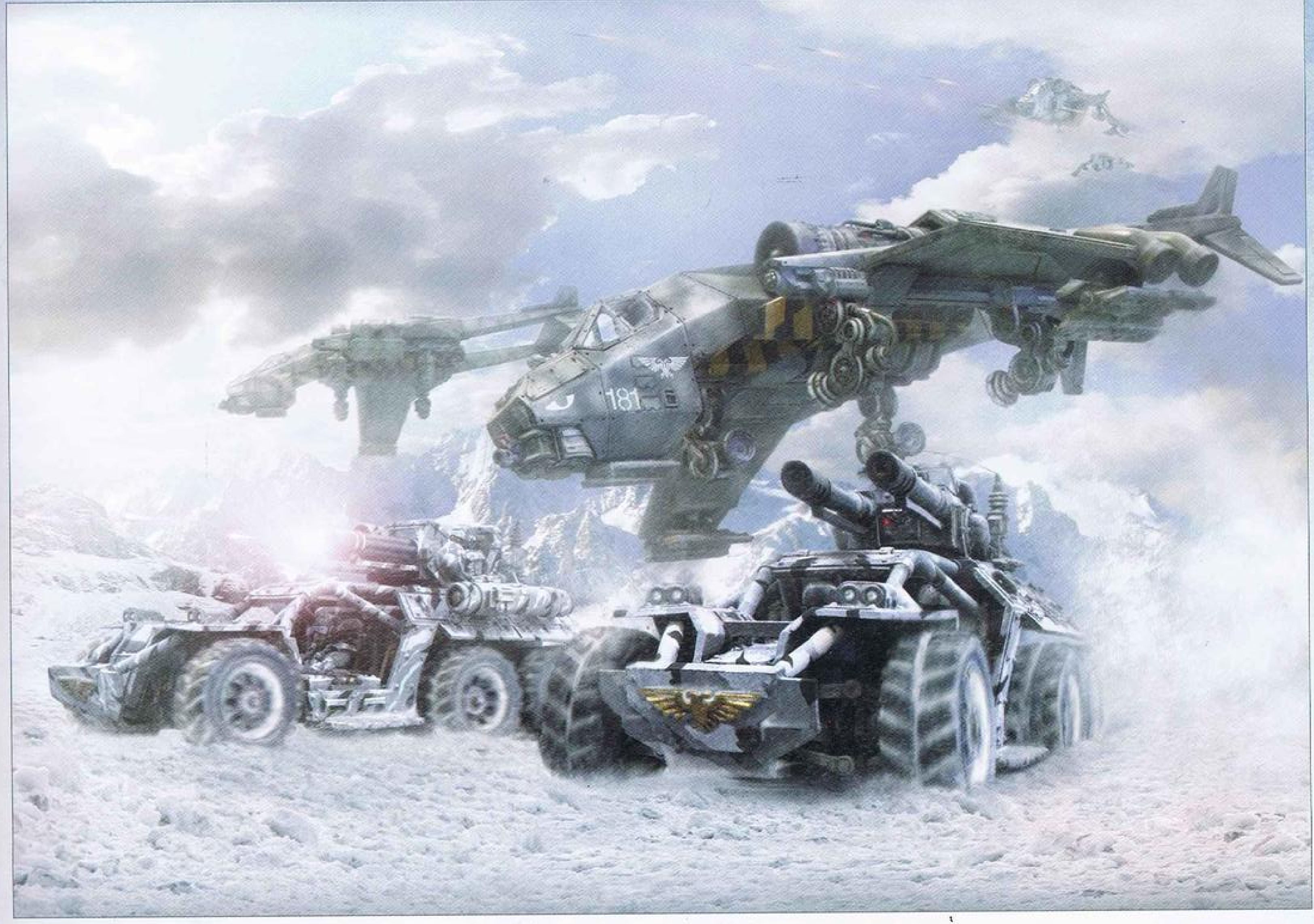


Crassus Armoured Assault Transport, Cadian 6th Armoured Regiment. The durability of the heavily armoured Crassus proved vital in the survival of Company Vengeance during the Eldar assault.



Elysian drop forces, forward deployment into the ice fiekds of Betalis III

FROM THE SKIES!

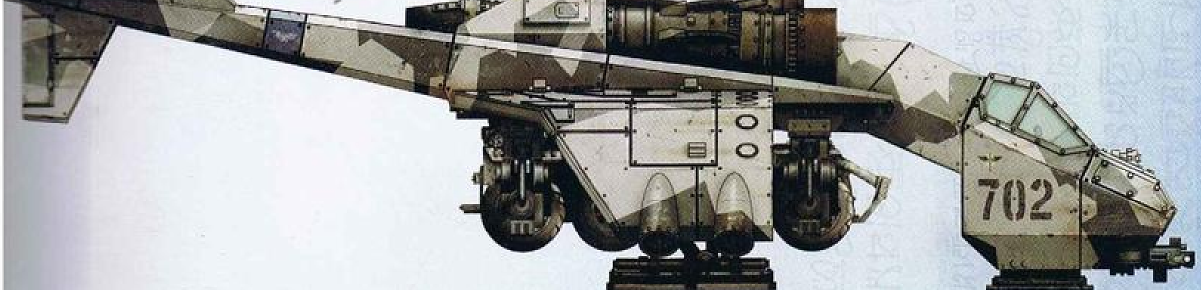
ELYSIAN DROP TROOPS ON BETALIS III

The Elysian Drop Troop Regiments originate from a system located approximately thirty light years from the Hive World of Armageddon in the north-west of the Segmentum Solar. Their planetary system and the surrounding region of space are relatively new in galactic terms, and within them lie vast regions of swirling debris and asteroid fields still left over from their formation. These make for excellent ambush sites for the marauding Ork warbands and pirates that plague that part of the sector, particularly as the system is on a major Imperial trade route. Regiments drawn from Elysia are therefore well-trained for ship-to-ship boarding actions and also deployment via low-flying drop ships, enabling them to land far behind enemy lines without being detected.

Some of the most renowned operations performed by Elysian Drop Troop forces include the Skopios Incident in 873.M38, when two companies from the 22nd Elysian Drop Troop regiment saw action against enemy forces of unknown xenos construction, and the 1st Drop Troop Regiment's deployment to the Eye of Terror.

During the Betalis III incursion, an Elysian Drop Troop strike force was redeployed to the planet whilst en route to the Yarant system. The Elysians had been a part of the Legio Gryphonicus convoy that had diverted to Betalis III after General Odon petitioned the War Griffons home world for aid. Unable to proceed to the Yarant system without the convoy's support, the Elysians had no option but to become part of the defence force for the ice world. This, though, did not come without certain conditions from Elysian command who voiced strong concerns about General Odon's ability as an Armoured Company commander to use such a specialised infantry resource. The strike force was only to be deployed when absolutely essential to the success of the war, otherwise it was to be held in reserve.

The strike force, under Captain Isarta, was duly held in reserve at Port Ryira for most of the war, only performing occasional scouting patrols in its nearby vicinity. It was finally scrambled on the orders of Inquisitor-lord Danzk when the break-away force from the Mymeara Craftworld, circumvented Company Vengeance and headed for the Aresta IV mining facility. The rapid deployment of the Elysians aboard their Valkyries enabled them to get into position on the surrounding hillsides before the Eldar could land their troops there, thus denying the Mymearan Guardian squads the advantage of attacking from higher ground during their assault.



Valkyrie Sky Talon, 226th Drop Troop Regiment.

ELYSIAN DROP TROOP INFANTRY SQUADS

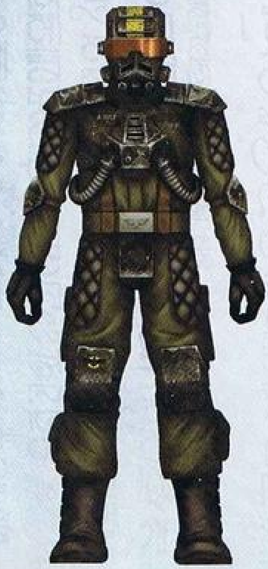
Although they differ in their method of deployment from the more common rank and file Imperial Guard squads, more likely to drop deep into enemy territory using grav-chutes from high altitude or via attack craft than marching straight up to the frontlines, some organisational aspects of Elysian Drop Troop squads remain firmly based upon the tenets of the *Tactica Imperalis.* Their regiments still utilise the standard squad composition of a Sergeant leading nine Guardsmen, interspersed with additional specialists trained in the use of assault weapons, vox equipment and demolitions. All Drop Troopers will also be armed with lasguns (Accatran pattern, MkIV), supplied with five power cells.

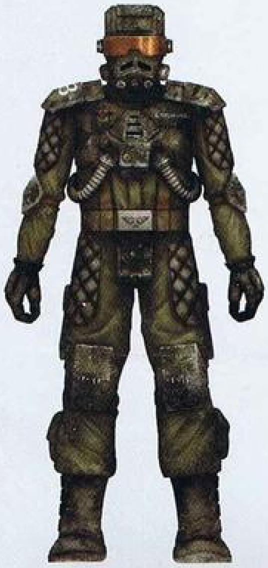
Frequently, the deployment of Elysian Drop Troops is preceded by a prolonged orbital or ground based artillery bombardment hitting deep behind enemy lines. Although this can reduce the threat the Elysians will face upon landing, they still have to overcome the effects of the bombardment by their own forces. The region they land in will almost certainly now be treacherously cratered and covered with a thick bank of choking smoke or toxic chemical smog. Elysian Guardsmen are therefore meticulous, sometimes the point of obsession, in regards to the condition of their pressure suits; as the slightest tear or snag will be exacerbated tenfold as the air whips past their bodies during the descent.

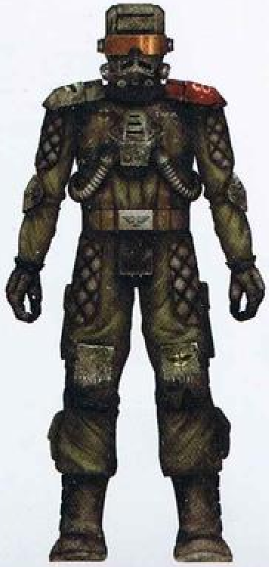
Elysian Drop Troops are generally issued with type 5-pressure helmets which incorporate both pressure equalizing ear protectors, to prevent the Guardsman's ear drums rupturing during high altitude grav drops, and also data display screens within their visors. These vid-screens are particularly essential for relaying data during a descent, keeping the Sergeant apprised of the location of his men as they land, and providing up to date intelligence regarding enemy troop disposition within the vicinity, and also any alterations to their original orders.

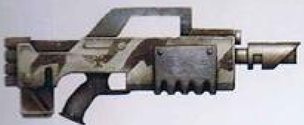
If feasible, the squads may be dropped into action via Valkyrie Assault Carriers, with their heavier equipment underslung below Valkyrie Sky Talons. Each Sky Talon is capable of carrying one Tauros or two Drop Sentinels, which can be dropped from very low altitude whilst the heavily armed Sky Talon clears the drop zone with its nose-turrent mounted heavy bolter and hellstrike missiles. The Sky Talon can also drop large equipment pods which contain the squad's heavier weapons or long range ground scanners to provide targeting data should the craft be called upon to provide support for ground troops.

Able to move fast and traverse many different types of terrain, the Elysian Drop Troopers use the Tauros Rapid Assault vehicle and Drop Sentinel in preference to the heavy tanks commonly favoured by other regiments. Both can readily fulfill a scouting role and also mount flamers, grenade launchers and heavy las weapons to act in a support capacity for infantry.

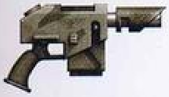

Sergeant Golt


Trooper Helmawr

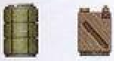

Specialist Varus



Accatran Pattern
MKIV Lasgun



Accatran MG variant
Heavy Laspistol

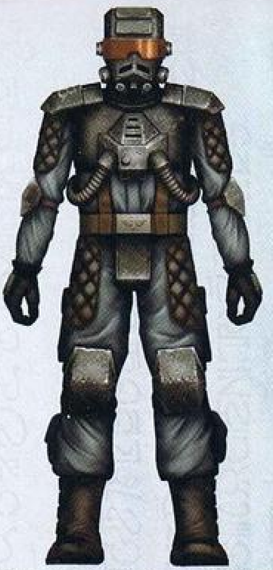


Fragmentation
Grenade and
Power Pack

Elysian Drop Troops have to carry most, if not all, of their equipment into battle with them. All of it by necessity therefore has to be light weight and extremely portable, as the Guardsmen may not be resupplied for many days or weeks, depending on how far their mission is behind enemy lines.

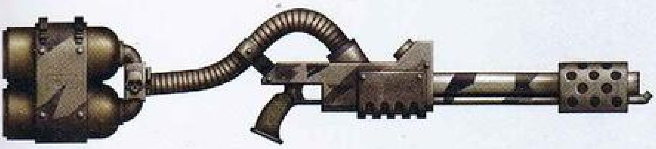
Weapons are likely to be specifically designed for the squads or highly modified by the Guardsmen themselves, with superfluous components being removed to reduce the gun's weight. Ammunition is spilt between the squad members to maximize capacity, particularly grenades and power packs for some of the more specialized weapons.

Elysian Drop Troopers will be issued with MkIV 'Bullpup' lasguns and close combat weapons, with Sergeants also receiving laspistols. Both will have been heavily modified from the standard pattern for their type and can be used with the same power pack, enabling the Drop Troopers to maximize the resources provided by their fallen comrades.

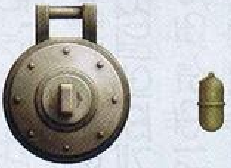


Alternative Uniform. Issued to the reserve company, Sentinel pilots and some vehicle crews.

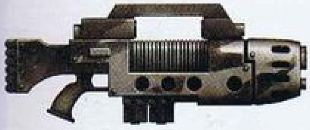
SPECIALIST EQUIPMENT



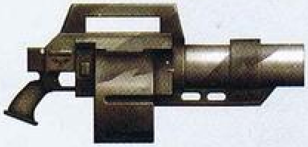
Accatran Pattern MKIc Flamer



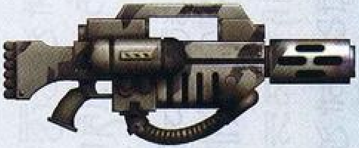
Voss Pattern Demolition Charge
and Armour Piercing Grenade



Accatran Pattern MKII
Plasma Gun



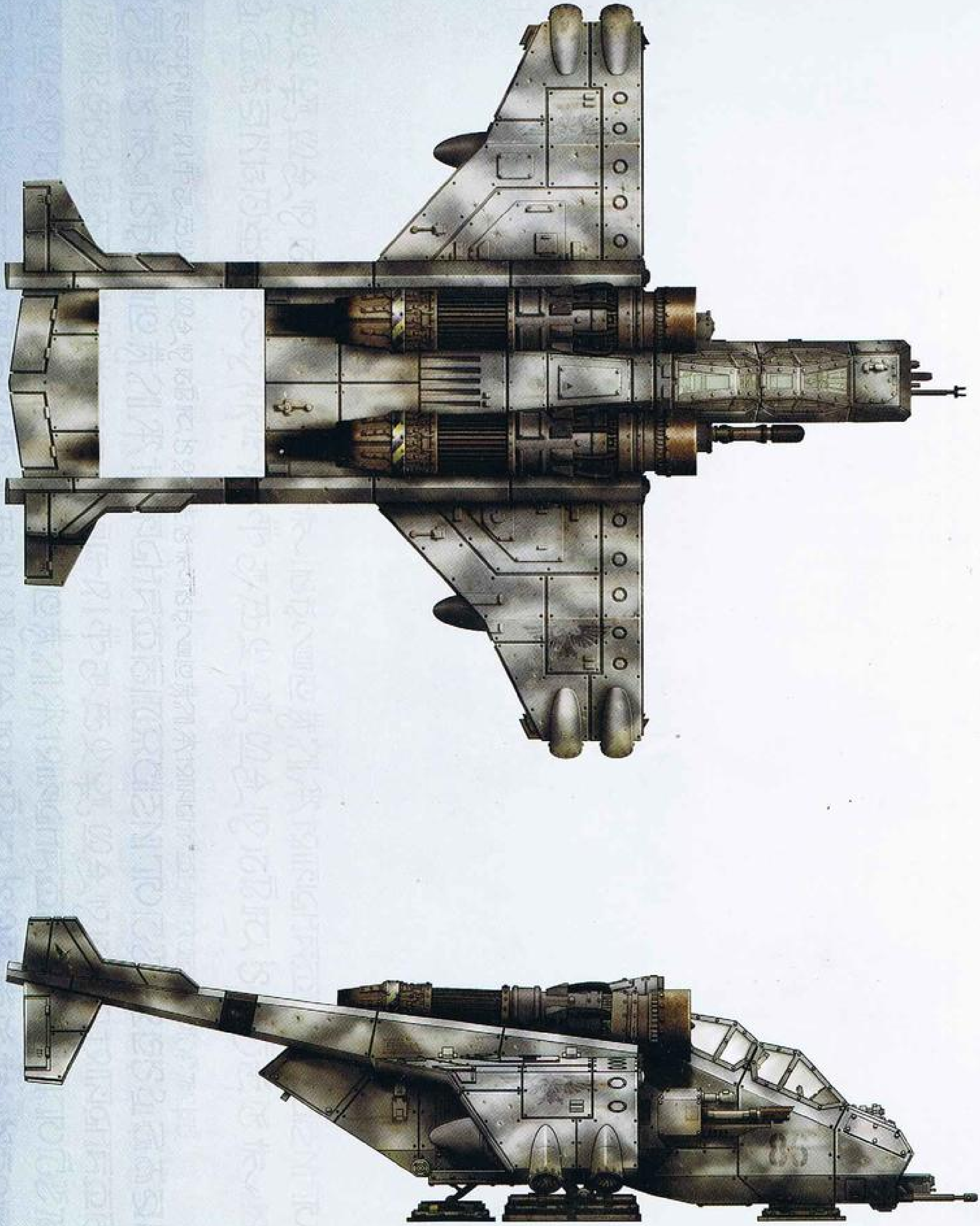
Voss Pattern MKV Automatic
Grenade Launcher



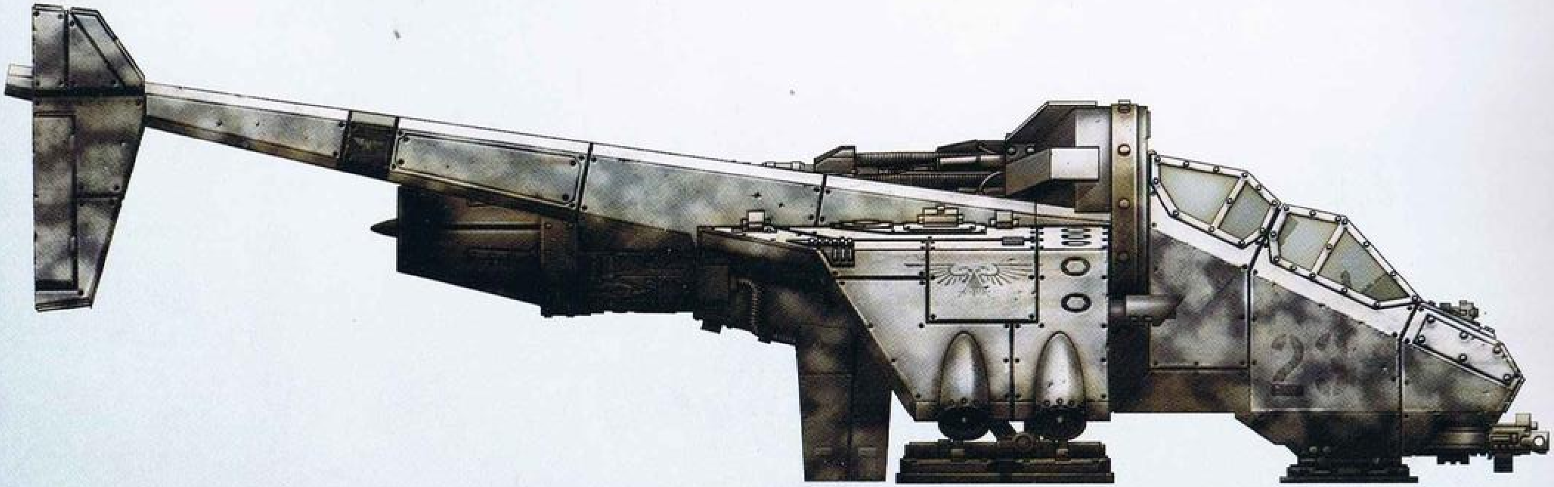
Accatran pattern MKVIII Meltagun

Being able to adapt to the constantly shifting conditions of battle is essential for Elysian Drop Troop squads. The Guardsmen will therefore be conversant in the use of many different types of specialist weaponry. Demolitions training, in particular, is heavily undertaken within the squads as it can be crucial in breaching bulkheads during ship-to-ship boarding actions, and also for taking out enemy vehicles and key installations.

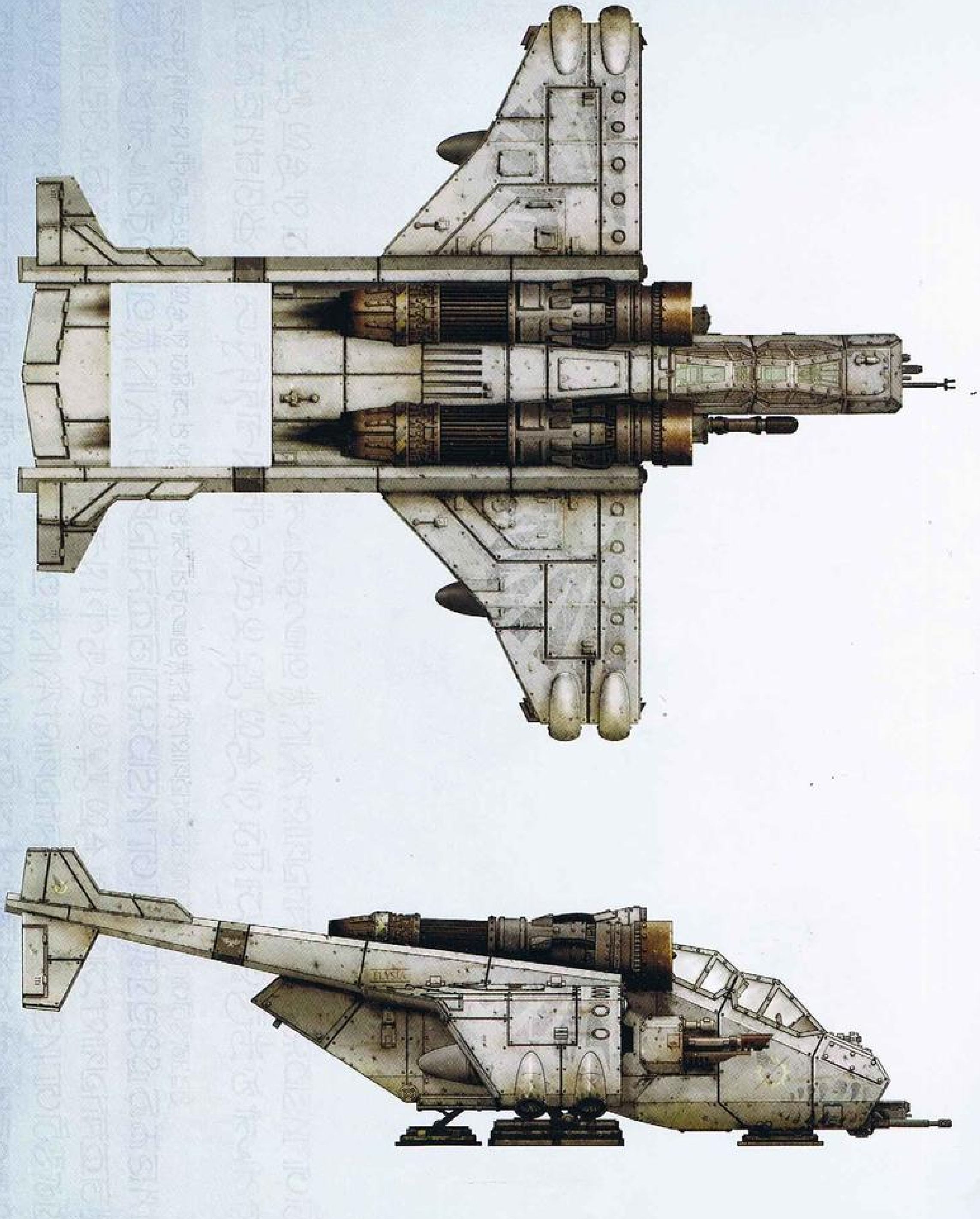
Late in the Betalis III incursion, Elysian Drop Troops were heavily involved in the fighting around the Aresta IV facility. Having already routed squads of Eldar Guardians from the hillsides, the Elysians then moved down to the facility itself where its defenders were being overwhelmed by the Eldar's elite Aspect Warrior squads. Armed with plasma guns, melta guns and flamers, Elysian special weapons squads quickly created kill zones around where a large percentage of the civilian population had taken shelter in the hab block district, preventing what could easily have been their wholesale slaughter had the Eldar reached them.



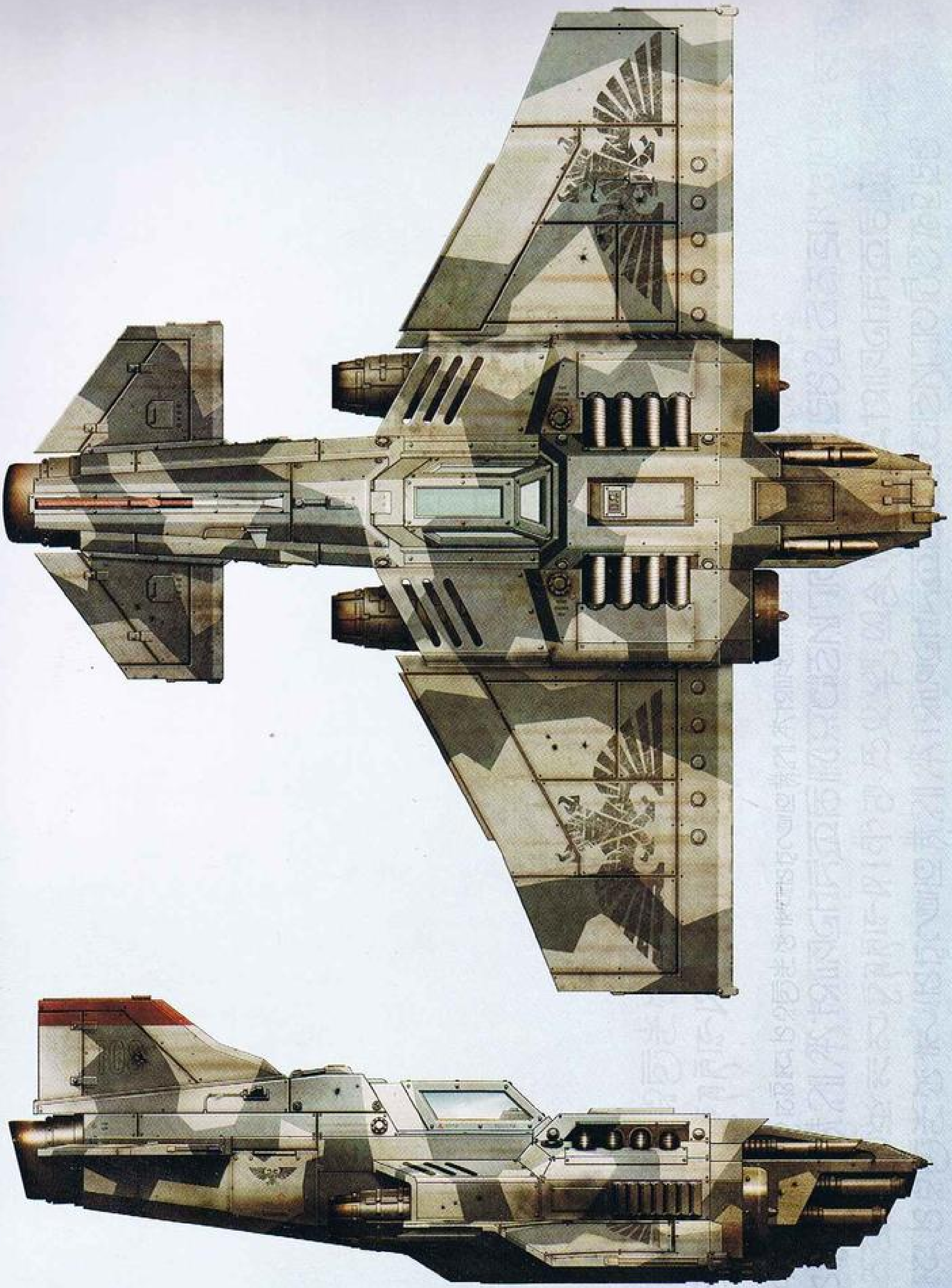
Elysian Valkyrie Airborne Assault Carrier.
Due to be based in the northern continent on Yarant Alpha,
the Elysians were already fitted out for fighting in arctic conditions.



Vulture Gunship, 226th Droop Troop Regiment.
One confirmed kill - Eldar Wave Serpent at Battle for Aresta IV.



Elysian Airborne Assault Carrier. Configured with lascannon armament. The Valkyrie serves both as battlefield transport and as heavy weapons support for the drop troops.



Imperial Navy Thunderbolt Heavy Fighter. Imperial Navy forces proved close orbital support to the Imperial group forces.

LEGIO GRYPHONICUS
The War Griffons

Born of a time when the first temples to the Omnissiah were raised upon Mars, the Titan Legions of the Adeptus Mechanicus are the personification of the military might of the Imperium. Bristling with macro cannons and missile launchers capable of wreaking terrible destruction upon an enemy, they dominate battlefields and are a testimony to the consummate skills of the tech-priests of the Cult Mechanicus.

They range in size from the Warhound Titan, used predominantly in a scouting role, up to the colossal city-high Emperor class Imperator Titan. All are constructed upon a skeleton of adamantium and armaplas and protected by massive void generator shields, and there is little that can truly damage them save for one of their own kind.

Each Titan's weapons and other vital systems are controlled by a crew zealously dedicated to their war-liege; the highest ranked amongst them being the Titan's princeps. Once a man like any other, through the addition of cerebral augmentations he is both physically and mentally connected with the Titan via its mind impulse unit. Once joined he feels all that it feels, sees all that it sees, and with a mere thought can unleash its devastating armament against those who would dare oppose it.

Like so many who were caught up in the civil war now known as the Horus Heresy, which nearly destroyed the Imperium of Mankind over ten millennia ago, the Titan Legions were split into those who remained loyal to the Emperor and those who sided with Horus. Amongst those that remained loyal was the great Titan Legion of the Legio Gryphonicus. This noble house, whose motto is 'War of the Just', has seen action in many battles against the Traitor Legions since and been instrumental in halting the Black Crusades of the Chaos Warlord Abaddon the Despoiler that threaten all too often to pour forth from the Eye of Terror.

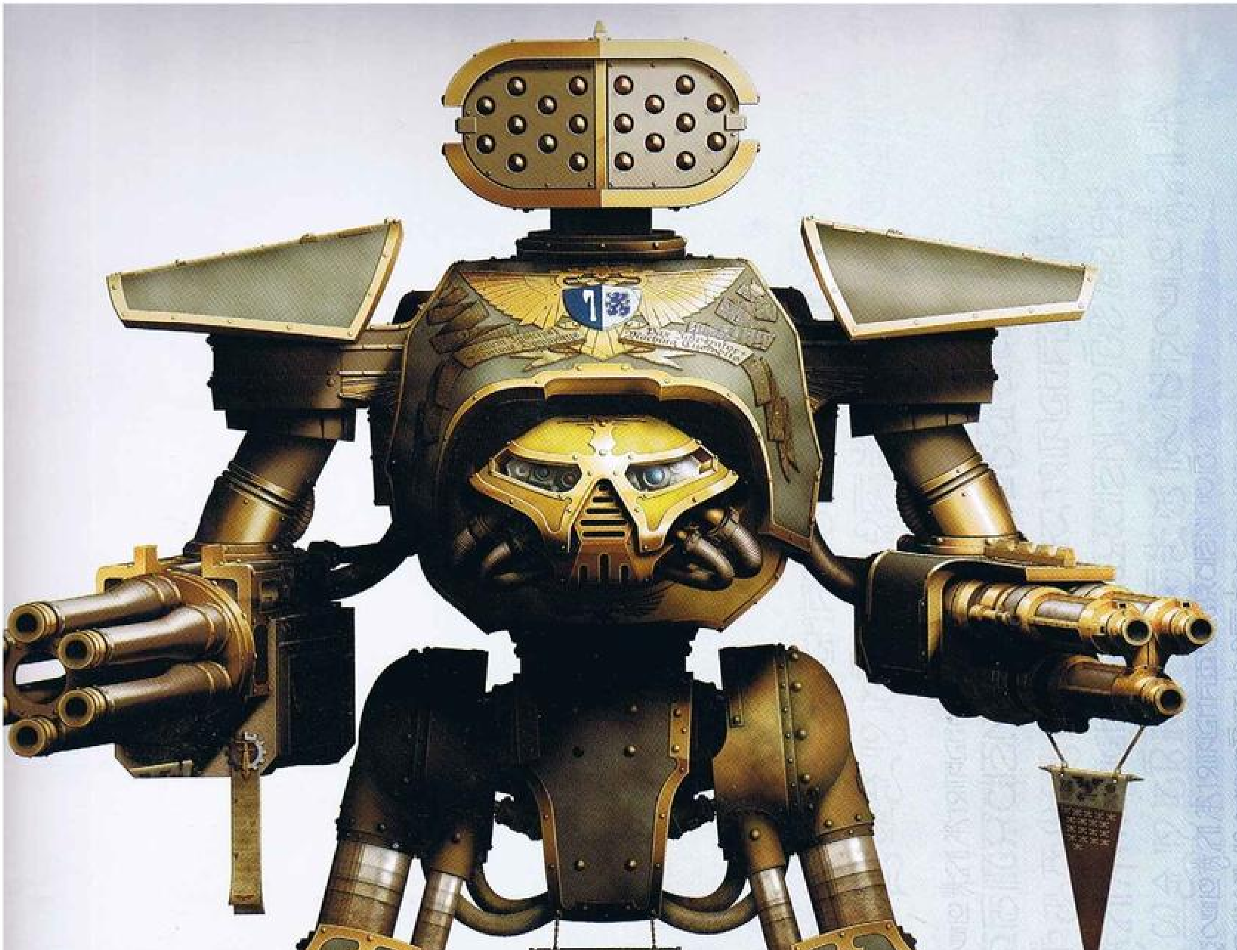
Known also as the War Griffons, the home world of Legio Gryphonicus had not yet suffered the devastation wrought upon it by the Tyranids of Hive Fleet Leviathan by the time of the Betalis III incursion, and it was able to provide eight Battle Titans in total to the war effort. Most ancient amongst these was the *Invictus Nova*, a Reaver Battle Titan that had been constructed just after the Legio's creation millennia before. Over its centuries long existence, the *Nova* has seen action against many of the xenos races infesting the galaxy but it was its previous experience fighting against Eldar Revenant Titans that was crucial to the Imperial Titans' successful defence during the Battle for Betalis III. The vital intelligence stored within the Nova's systems enabled its princeps to quickly locate vulnerable points within the similarly designed Eldar Phantom Titans' holo-fields, and although none of the Eldar Phantoms were destroyed outright, the Titans of the Legio Gryphonicus inflicted enough damage upon both to cause them to retreat. Had this not been the case then the war for Betalis III may have had a very different outcome.

DEMI-MANIPLE DICTATIO

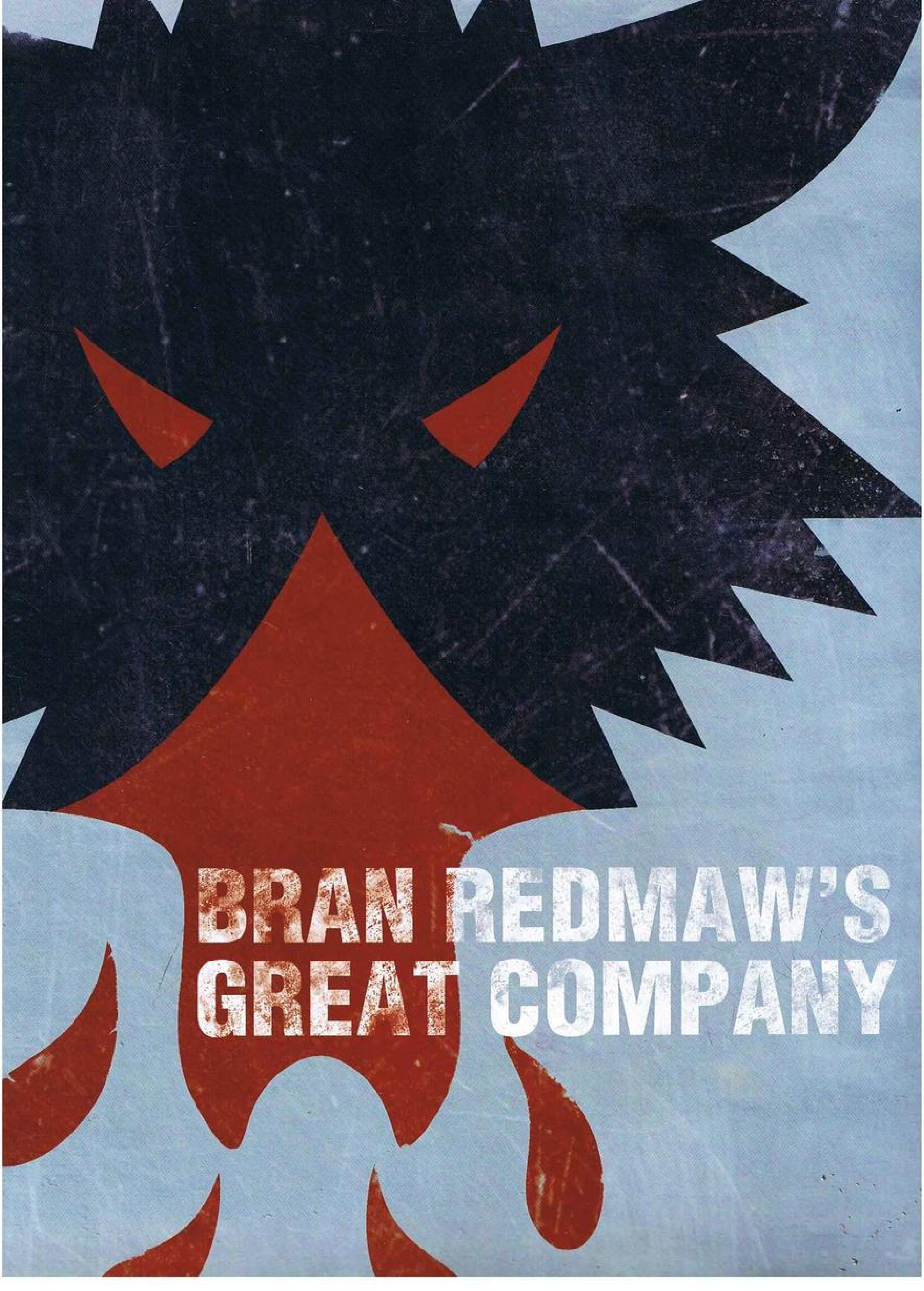
Warhound Titan *Magna Canis*

Reaver Titan *Dictatio*

Warhound Titan *Tempus Prima*


Dictatio
Dictatio

The 'Dictatio'
Legio Gryphonicus Reaver Battle Titan
The Incursion of Betalis III



BRAN REDMAW'S GREAT COMPANY

THE SPACE WOLVES

CHAPTER NAME: .... SPACE WOLVES
FOUNDING: .... 2ND (LEGION NUMBER VI)
CHAPTER WORLD/DEPLOYMENT: ... FENRIS
FORTRESS MONASTERY:.............. THE FANG
GENE-SEED (PREDECESSOR): .... SPACE WOLVES LEGION
KNOWN DESCENDANTS:............... [FILE: SPACE WOLVES CHAPTERS
SUCCESSORS 43687/sw/x]

> *"We may be few, and our enemies many. Yet so long as there remains one of us still fighting, one who still rages in the name of the Allfather, the galaxy shall yet know hope."*
> \- Ragnar Blackmane of the Space Wolves

Created as one of the twenty First Founding Legions by the Emperor of Mankind, the elite warriors of the Space Wolves have fought in the defence of the Imperium of Man for over ten millennia. Led by their Primarch, Leman Russ, they remained loyal during the great schism known as the Horus Heresy which split the Imperium, and decimated the home world of the treacherous forces of the Thousand Sons Space Marines Legion at the start of Mankind's civil war.

In its aftermath, the remaining loyal Space Marine Legions were divided to prevent such a catastrophe befalling Humanity again. The nine Legions, each originally numbering in their thousands and more, were split into Chapters of around a thousand Space Marines strong. This was known as the Second Founding, and new Foundings have been instigated when times of war have necessitated it in the ten millennia since.

The original Space Wolves Legion was divided at least twice during the Second Founding. The first Chapter created retained the Legion's honoured name, and still carries it to this day. The second Chapter was given the title of the Wolf Brothers. Little is spoken of this ill-fated Chapter, and the few individuals outside the Space Wolves privy to the knowledge of its existence keep a weary eye upon the remaining Space Wolves for fear that history should repeat itself through them. Indeed, upon close examination of its Space Marines, it is easy to understand their concerns.

The Space Wolves Chapter takes its initiates from the barbarian tribes of Fenris. Already fierce warriors, the body of each Space Wolf initiate will undergo far more changes than initiates of other Chapters. Amongst the most common changes are that the initiate's senses will become vastly superior to that of other Space Marines, his teeth will lengthen into fangs capable of tearing through plasteel, and his skin will toughen to the texture of leather. Given his naturally fierce persona and now genetically altered build, the initiate could almost be described as displaying feral traits when compared to other, more 'Codex', Chapters such as the Ultramarines. Also, as the Space Wolf ages, his body will undergo further changes, although these are rarely recorded and it is unknown outside of the Space Wolves Chapter how commonly they occur.

These genetic flaws have not escaped the attention of the Inquisition and the Ecclesiarchy, and they keep a constant close watch on the Chapter, albeit from a safe distance. Regardless their surreptitious prying has seen blood spilt on more than one occasion when they have strayed too far into the Space Wolves Chapter's affairs.

The source of these 'mutations' is believed to lie within the Canis Helix, the gene-seed unique to the Chapter. Imbibed from the Cup of the Wulfen, it transforms the Space Wolves initiate into what can only be described as a ravenous monster. Should he survive both these physical and psychological transformations, then he can continue with the rest of the initiation process. Those who do not, die.

Even once the Helix gene has been stabilised, it still has the power to affect the warrior throughout his life, particularly when the ferocity of the Space Wolf, barely kept in check at the best of times, is roused in battle. Then the warrior may finally succumb to the Curse of the Wulfen, and he is transformed once again into the beast he has fought for so many centuries to subdue.

Amongst the Space Wolves, there is one group under the shadow of this curse more than any other, that of Bran Redmaw's Great Company. It is renowned for its savagery in battle, and the Inquisition has, within its records pertaining to loyal Adeptus Asartes deviation, accounts of

terrifying feral creatures shadowing the deployment of the Great Company. These though have yet to be proved, and the Space Wolves Chapter ignores all demands to account for these allegations.

The Great Company's Wolf Lord, Bran Redmaw, also does little to dispel these rumours, and that he has recently begun to take to the battlefield alone rather than leading his battle-brothers only serves to court the growing attention the Inquisition and the Ecclesiarchy are paying upon the Great Company.

No one has yet dared to question their loyalty to the Imperium, and its proven record combating Mankind's enemies has forced the Inquisition to so far stay its hand.

SELECTED BATTLE HONOURS

The Massacres of K'ras'n'dar [801-849.M41]
Between its deployment at Mantus and the Betalis III incursion, there is little mention of Bran Redmaw's Great Company in Imperial records.

Buried deep within the Inquisition's archives for the western Segmentum Pacificus sector, there is a one file which has been classified as accessible only by the highest echelons of that order. It has only ever been accessed by one person and his location is currently listed as missing.

The file is heavily restricted because it is a full account of the fifty year war fought against the Khornate Chaos Daemon, K'ras'n'dar, which manifested within one of the few heavily populated Imperial systems on the border between the Halo Stars and the west of the Segmentum Pacificus.

As it emerged into realspace on the fourth planet, the Daemon's thunderous warcry was heard by all on the world. Driven beyond sense by its insidious war-chant, the entire population rose up and began to wage war on neighbouring populated planets. In response a massive Imperial Guard army was raised to defeat the Daemon and its followers. No record exists of any of the billions of Guardsmen who were raised returning from the region during or after the war, and all files pertaining to the system have since been expunged from Departmento Munitorum facilities.

The Daemon was cast successfully back into the Warp by the combined forces of the Inquisition and the Grey Knights Chapter. It is at this point that Bran Redmaw's Great Company is believed to have played its part in this war.

Although it is not mentioned by name, the account of the battle against the Chaos-turned human hordes whilst the Grey Knights fought the Daemon bears what appears to be the mark of the Wolf Lord. An attempt to forcibly remove this mark has clearly been made at some point as it is now barely recognisable.

That the description of the battle is near identical to one described in a three hundred verse saga written by the Great Company's Rune Priests in the years immediately following the war has not yet come to the attention of the Inquisition.

The Relief of Mantus [766.M41]

Deep in the Gothic Sector, the binary worlds of Alegia and Mantus orbited each other peacefully for thousands of years, loyally manufacturing lasguns for use in the Imperium's many wars in the sector. That peace was shattered though when the worlds' system was invaded by a massive Ork Waaagh! led by Ugnubz Manstomper from the Ork Blood Axes clan.

Both planets maintained a strong Planetary Defence Force and were also well into the process of training regiments as part of their Departmento Munitorum tithe. Regardless, Mantus' Planetary Governor still sent out a request for reinforcements as soon as the Waaagh!'s hulks appeared in the system. Three weeks later this aid blasted its way into the system in the form of Bran Redmaw's Great Company.

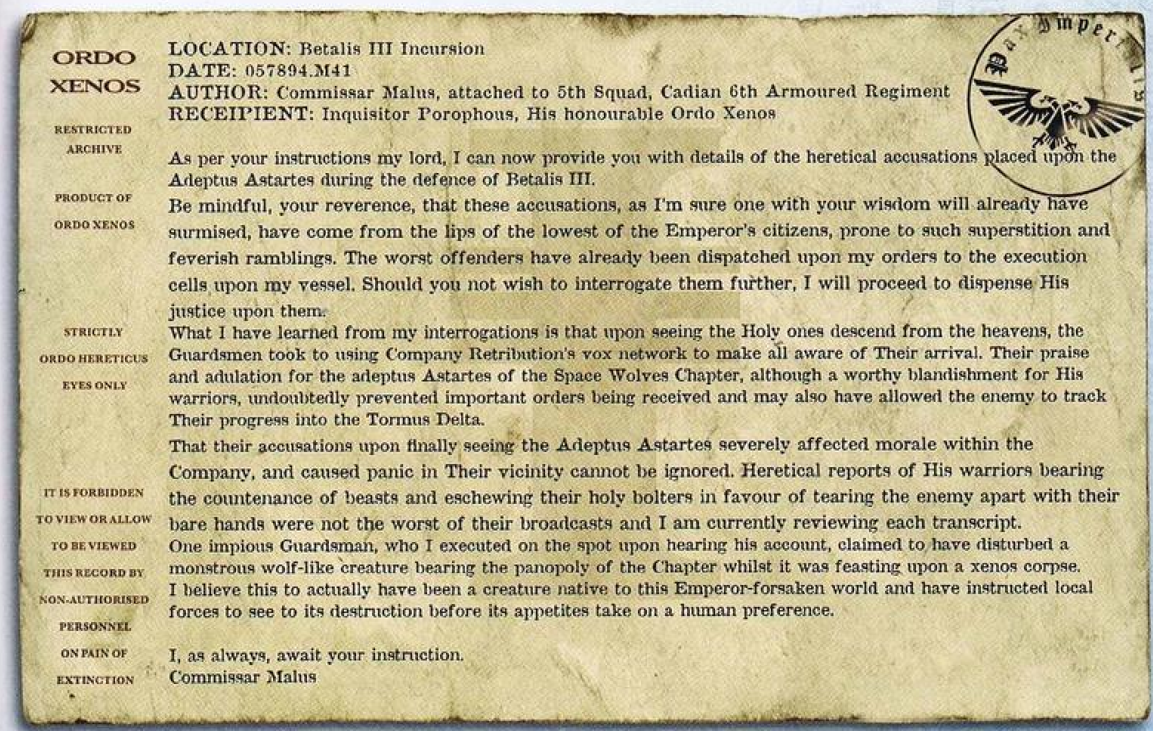
The less protected world of Alegia had already been overwhelmed by the Orks, but pockets of resistance still fought on Mantus. Tearing through its atmosphere in scores of drop pods, the Great Company landed close to where fighting was fiercest, north of the planet's main space port, close to where over 15,000 Imperial Guardsmen were mounting a last ditch defence.

As the Guardsmen prepared for yet another charge by the Ork horde upon their battered lines, a great roar rose up from the west. Having worked their way round the horde's flank from their drop zone, the Space Wolves of Bran Redmaw's Great Company began to cut a bloody swathe through the horde with little more than chainswords and bolters, and, according to unsubstantiated eye witness accounts, also their teeth and bare hands.

The unexpected assault rippled through the Ork masses, causing tremendous confusion as the greenskins were torn between attacking their original enemy and turning to face this new foe. Whilst they hesitated, the squads from Bran Redmaw's Great Company tore their way through the horde.

It took fourteen hours for the Space Wolves to fight their way to the besieged Guardsmen that day, the number of Ork dead numbering in the tens of thousands by the time Bran Redmaw pulled his bloody chainsword out of the body of the last Ork he had killed.

With its warlord slain by the Wolf Lord, the impetus of the Ork Waaagh! waned. Imperial Guard reinforcements were then shipped into the region in a massive clear-up operation to prevent Ork survivors of the Waaagh! establishing themselves within the system. The Imperium had learned a bitter lesson many times over that once a Waaagh! has been defeated, those who live may be fighting the remnants of it for many years after.



ORDO XENOS

RESTRICTED ARCHIVE

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STRICTLY ORDO HERETICUS EYES ONLY

IT IS FORBIDDEN TO VIEW OR ALLOW TO BE VIEWED THIS RECORD BY NON-AUTHORISED PERSONNEL ON PAIN OF EXTINCTION

LOCATION: Betalis III Incursion
DATE: 057894.M41
AUTHOR: Commissar Malus, attached to 5th Squad, Cadian 6th Armoured Regiment
RECEIPIENT: Inquisitor Porophous, His honourable Ordo Xenos

As per your instructions my lord, I can now provide you with details of the heretical accusations placed upon the Adeptus Astartes during the defence of Betalis III.

Be mindful, your reverence, that these accusations, as I'm sure one with your wisdom will already have surmised, have come from the lips of the lowest of the Emperor's citizens, prone to such superstition and feverish ramblings. The worst offenders have already been dispatched upon my orders to the execution cells upon my vessel. Should you not wish to interrogate them further, I will proceed to dispense His justice upon them.

What I have learned from my interrogations is that upon seeing the Holy ones descend from the heavens, the Guardsmen took to using Company Retribution's vox network to make all aware of Their arrival. Their praise and adulation for the adeptus Astartes of the Space Wolves Chapter, although a worthy blandishment for His warriors, undoubtedly prevented important orders being received and may also have allowed the enemy to track Their progress into the Tormus Delta.

That their accusations upon finally seeing the Adeptus Astartes severely affected morale within the Company, and caused panic in Their vicinity cannot be ignored. Heretical reports of His warriors bearing the countenance of beasts and eschewing their holy bolters in favour of tearing the enemy apart with their bare hands were not the worst of their broadcasts and I am currently reviewing each transcript.

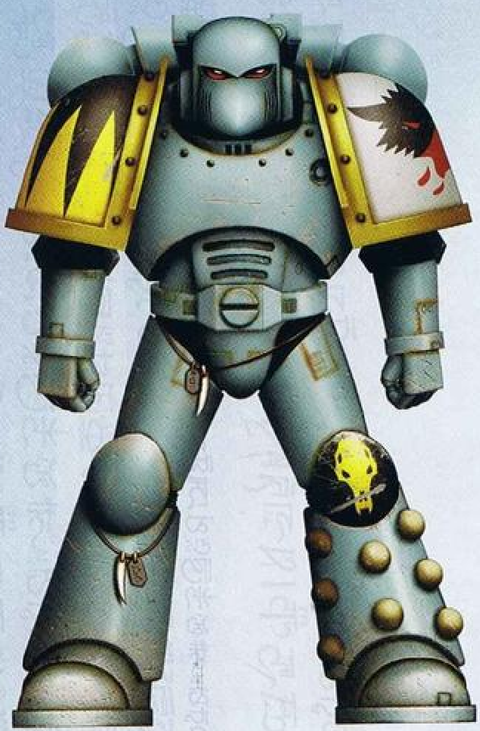
One impious Guardsman, who I executed on the spot upon hearing his account, claimed to have disturbed a monstrous wolf-like creature bearing the panopoly of the Chapter whilst it was feasting upon a xenos corpse.

I believe this to actually have been a creature native to this Emperor-forsaken world and have instructed local forces to see to its destruction before its appetites take on a human preference.

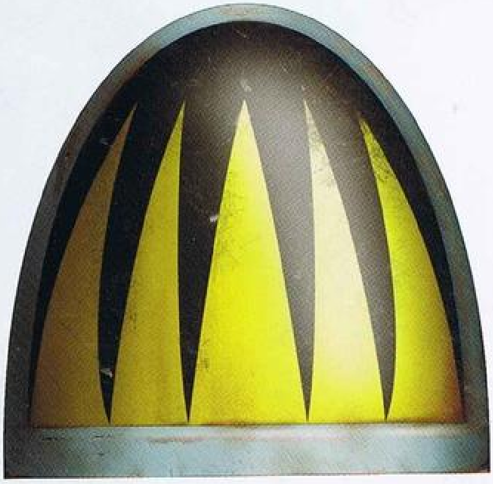
I, as always, await your instruction.
Commissar Malus

WOLF GUARD PACK 'BANE'

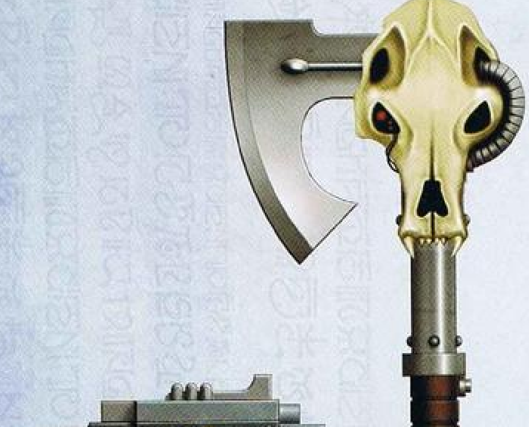
3RD PACK, TORMUS DELTA, BETALIS III



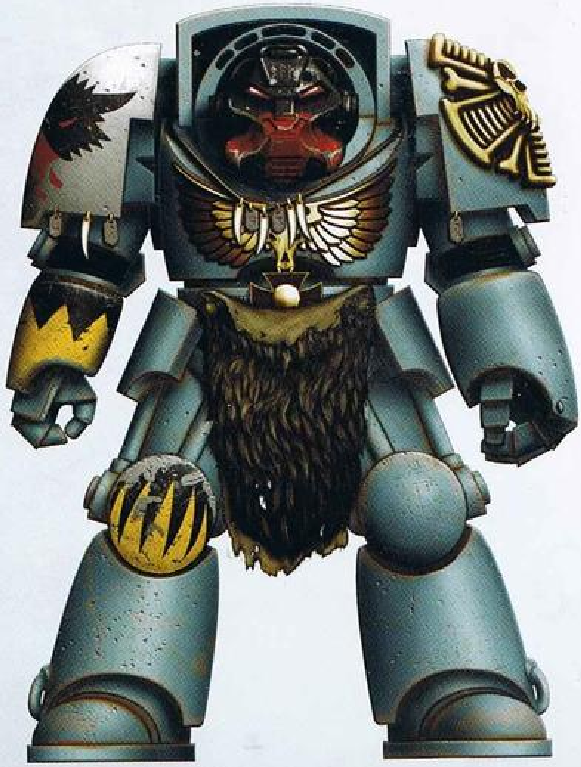
Wolf Guard Olfar,
Honoured 3rd Pack.
Slew many in the ice maze
of the Tormus Delta.



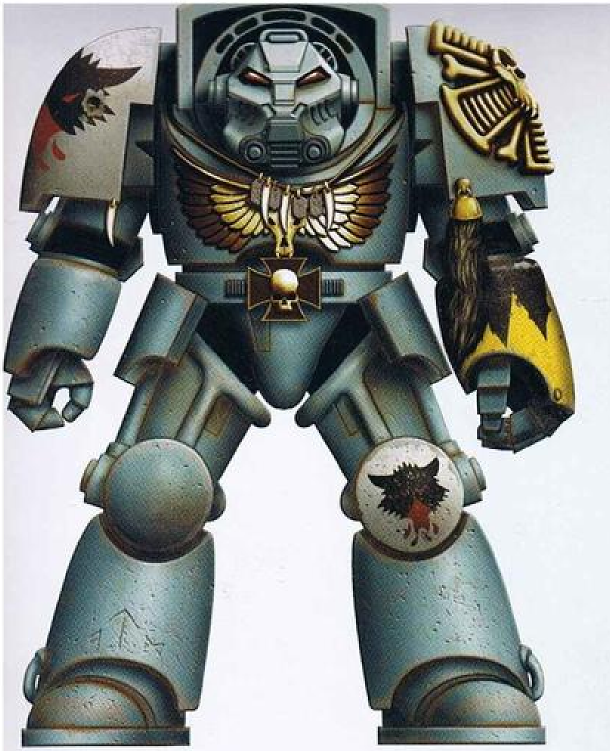
Wolf Guard Pack Marking Common Amorial Use



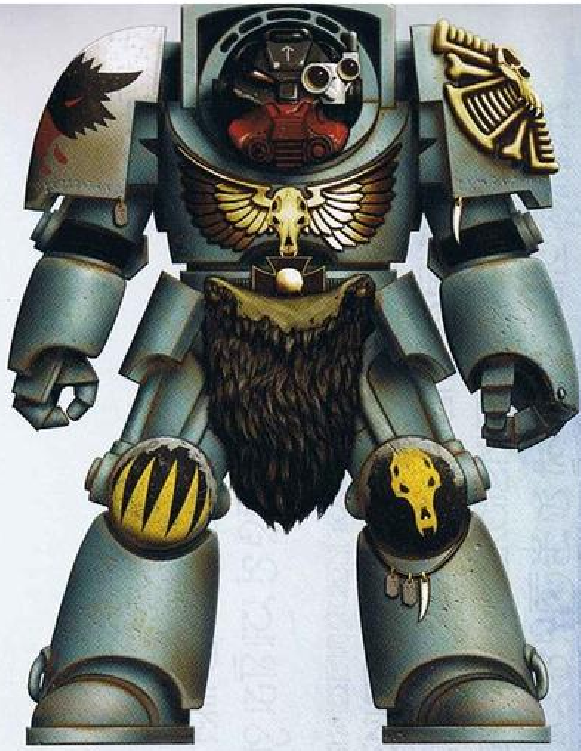
Wolf Guard Storm Bolter & Frost Axe
Retrieved from unidentified Eldar Aconite frigate following
the Battle of the Karina Nebula.



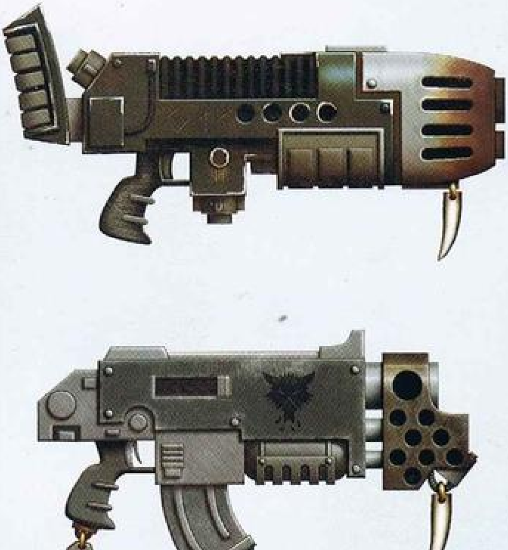
Wolf Guard Harok,
Lost within the waters of the Bakel Straits whilst in combat
with an Eldar Wraithguard.



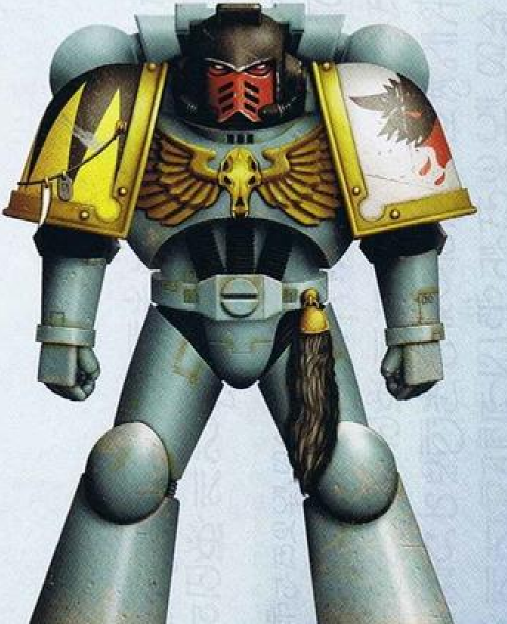
Wolf Guard Terminator Haghmund
Damage to armour sustained during valiant defence of Londal Minor V against Chaos Space Marines of the World Eaters Legion.



Wolf Guard Terminator Alar
Bears the pelt of a Kroxar Beast brought down and slain during Ritual Combat



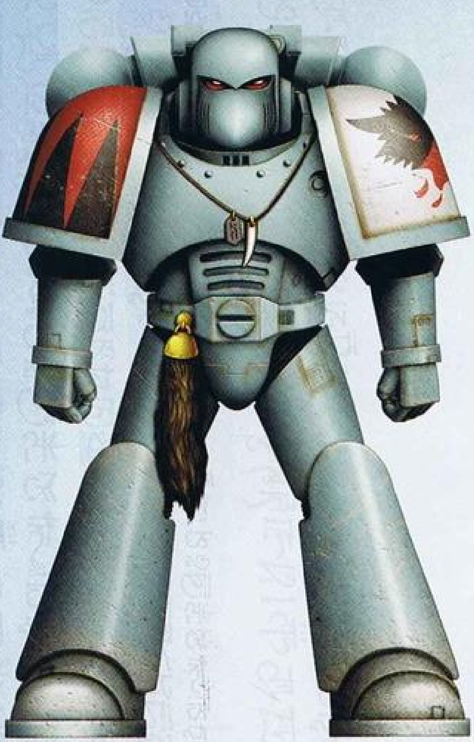
Wolf Guard Weaponry: Mk XII 'Ragefire' Plasma Gun & 'Vulkan' Pattern Combi-flamer.



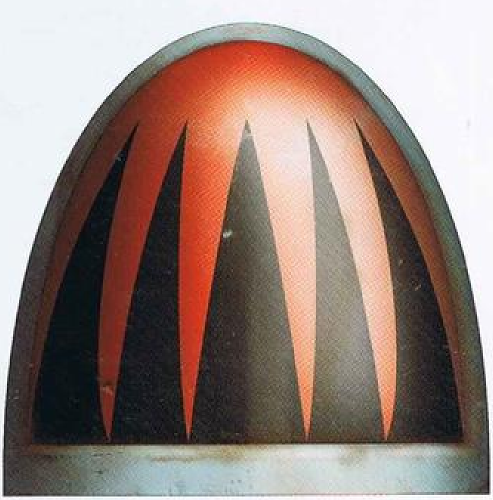
Wolf Guard Mardr
Silenced xenos communications across Tormus Delta Sector 742/836.

GREY HUNTER PACK 'RUSCHIL'

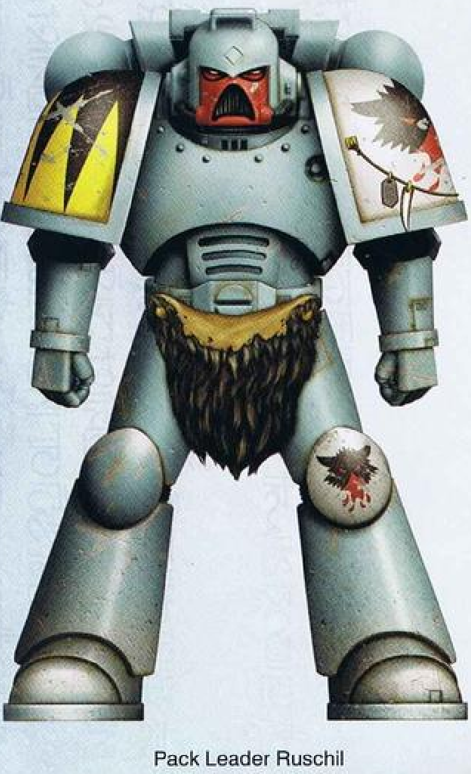
2ND PACK, TORMUS DELTA, BETALIS III



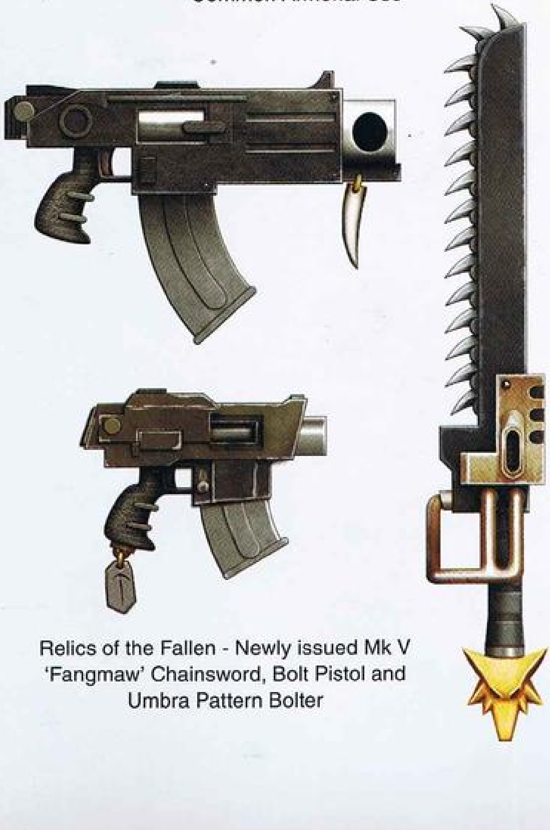
Veteran Sergeant Kjvar,
Veteran of the Antilus Campaign. True Son of Russ



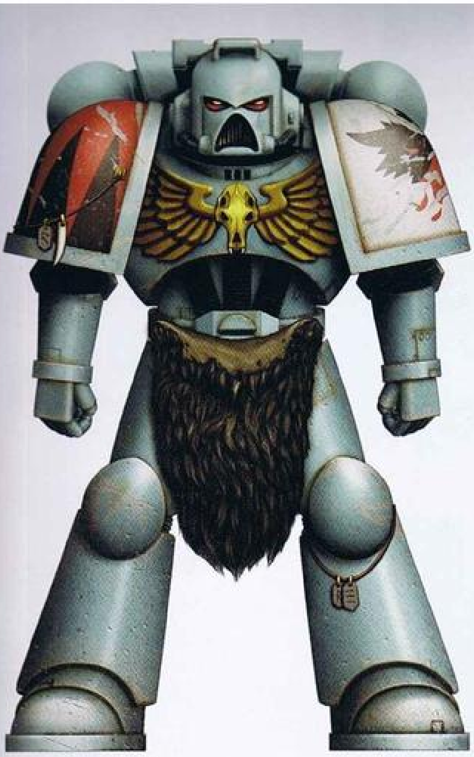
Grey Hunters Pack Marking
Common Armorial Use



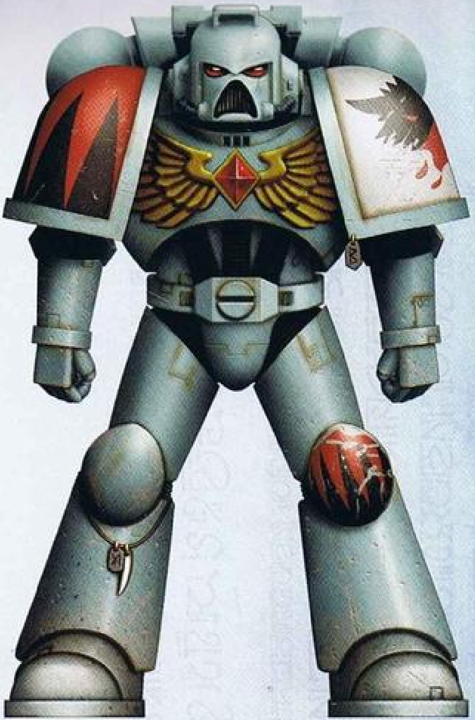
Pack Leader Ruschil
Exalted for leading Squad Ruschil into
overwhelming enemy fire.
Confirmed Kills: 47 Eldar Guardians.



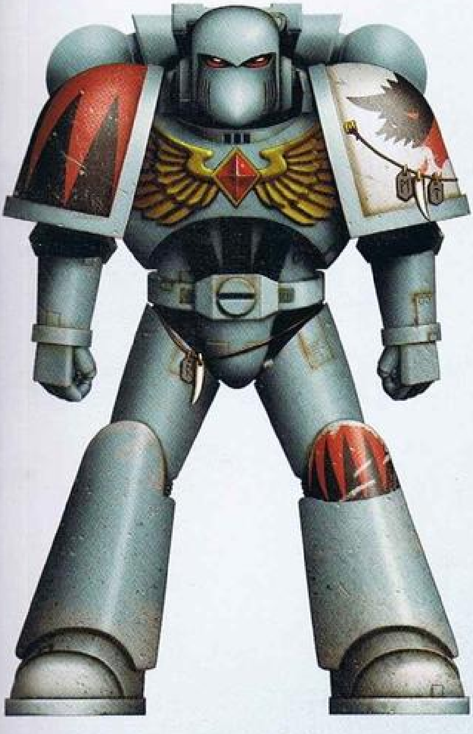
Relics of the Fallen - Newly issued Mk V
'Fangmaw' Chainsword, Bolt Pistol and
Umbra Pattern Bolter



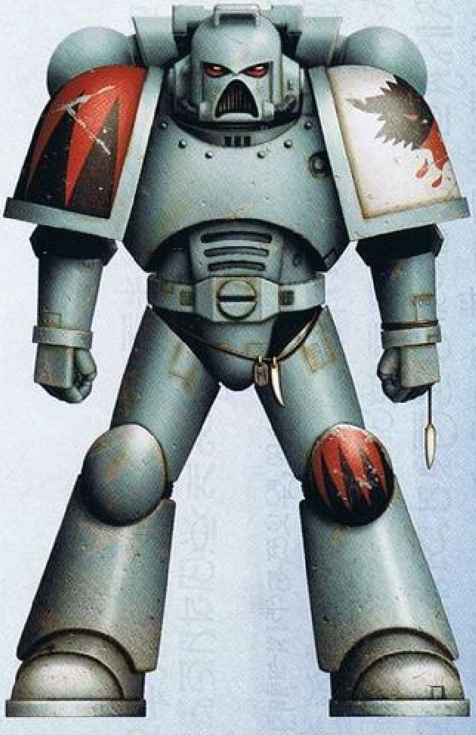
Grey Hunter Halus
Slain, Tormus Delta. A True Warrior of the Fang.



Grey Hunter Rolef
Taker of Heads



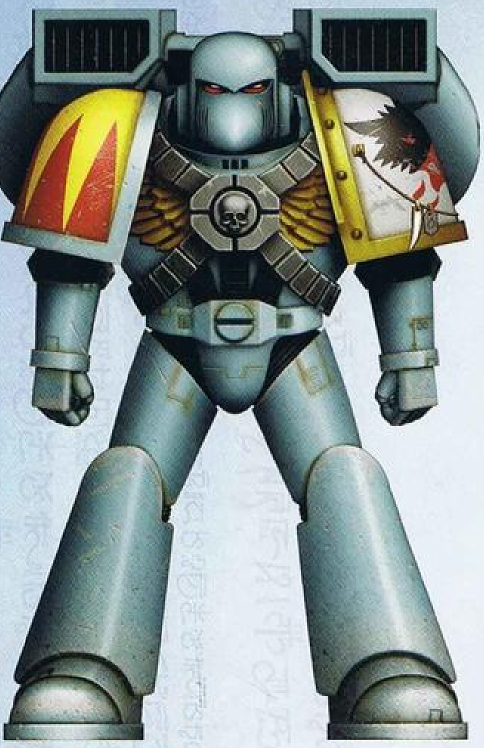
Grey Hunter Naemr
Lost to the Wulfen.



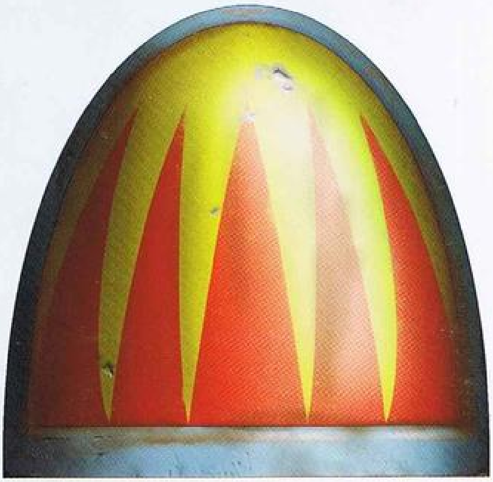
Grey Hunter Felund
Taken to the All Father's Hall
The blood of the enemy upon him.

SKYCLAWS ASSAULT PACK 'VALDR'

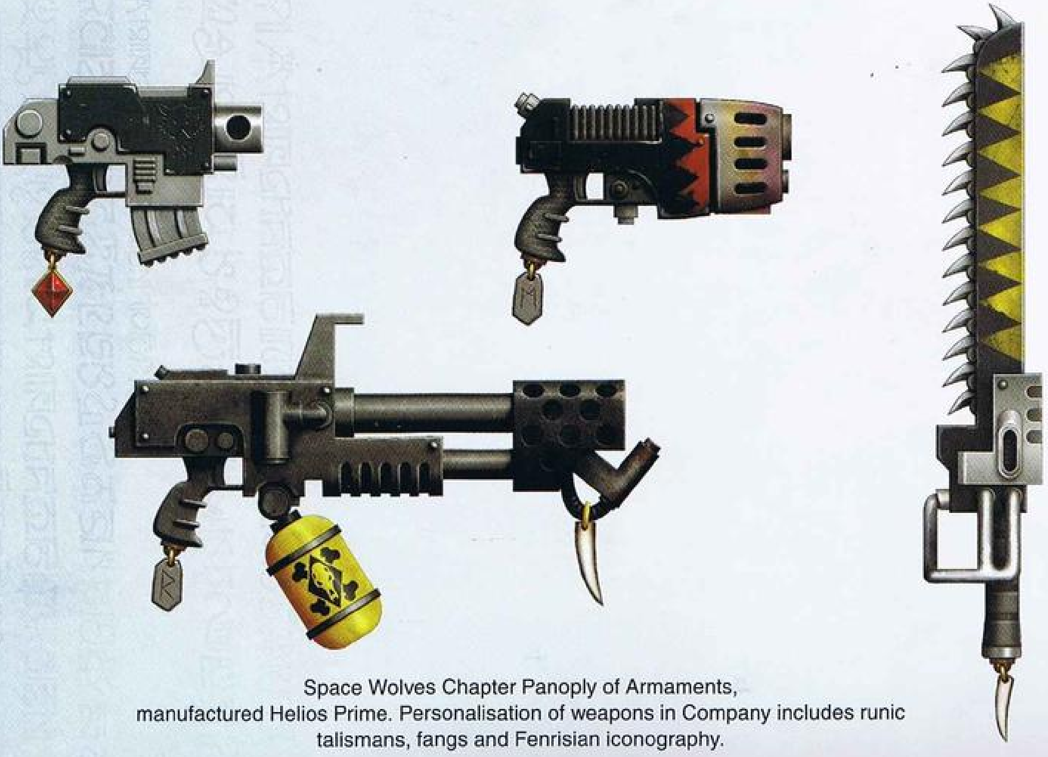
4TH PACK, SECTOR 12, TORMUS DELTA



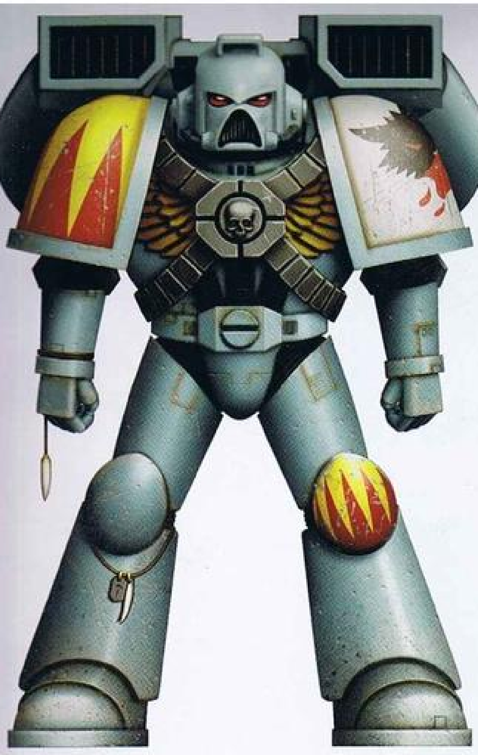
Skyclaw Leader Valdr
Decorated, Battle of Tormus Delta,
Taken to the Redmaw's Wolf Guard



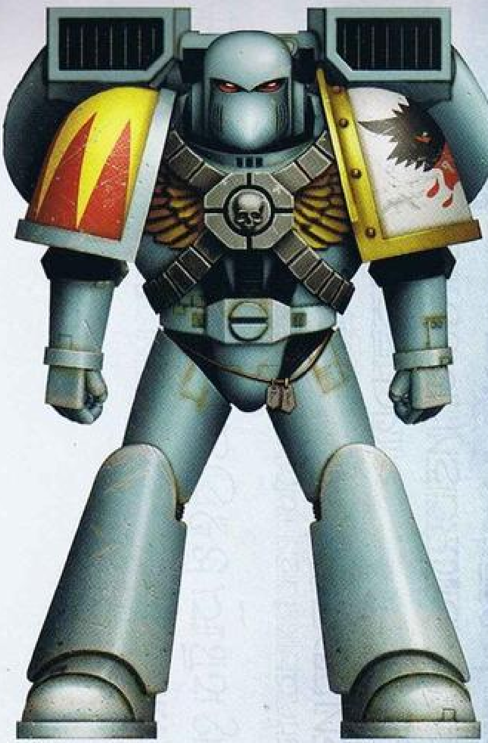
Bloodclaws Pack Insignia
Common Armorial Use



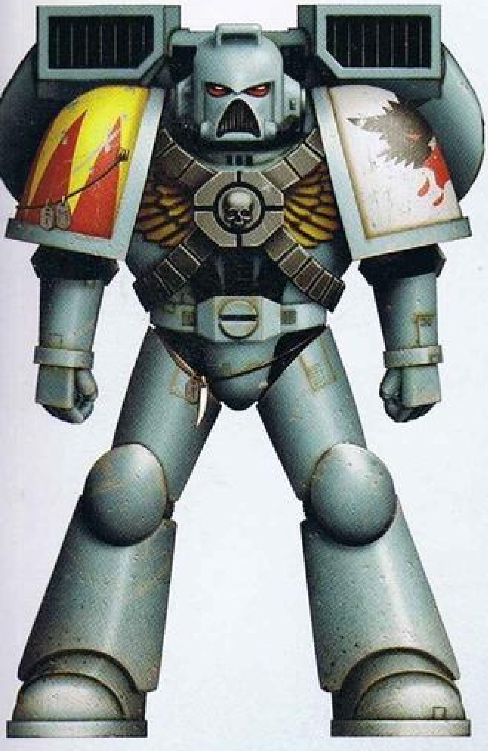
Space Wolves Chapter Panoply of Armaments,
manufactured Helios Prime. Personalisation of weapons in Company includes runic
talismans, fangs and Fenrisian iconography.



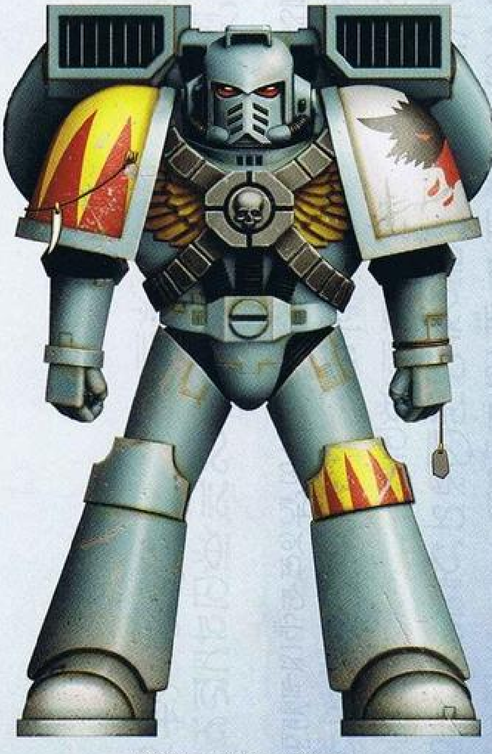
Skyclaw Brother Aganun
Lead the high altitude insertion strike, Tormus Delta.



Skyclaw Brother Leifir
18 Confirmed kills, Cast into the Warp by blasphemous
Eldar weaponry. May the Emperor protect his soul.



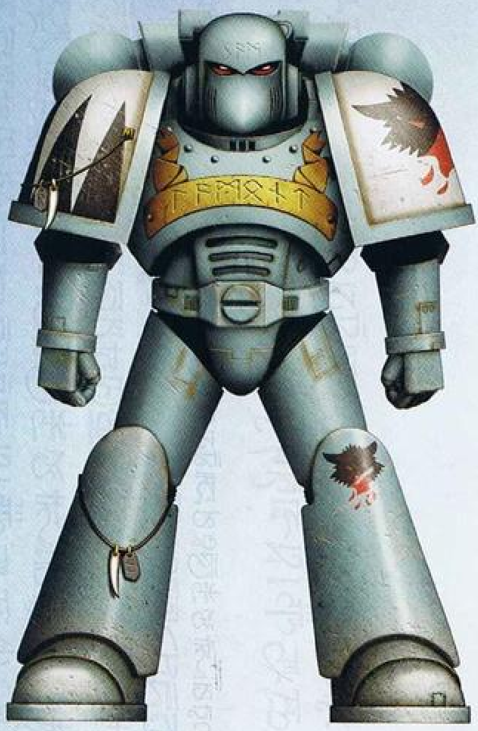
Skyclaw Brother Wulf
His fury was recorded in the
Saga of the Wolves of Betalis.



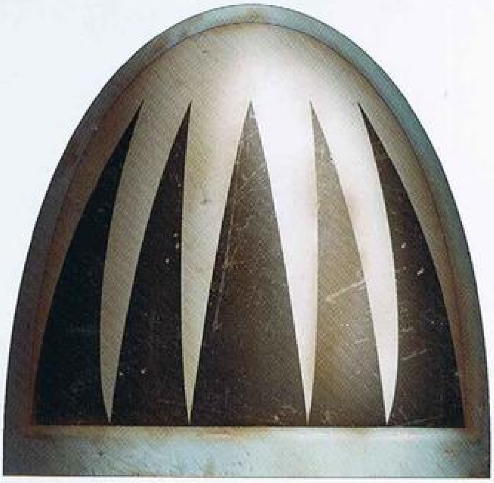
Skyclaw Brother Kjvar
Blessed of the All Father, Taker of Heads

LONG FANGS PACK 'FROSTCLAW'

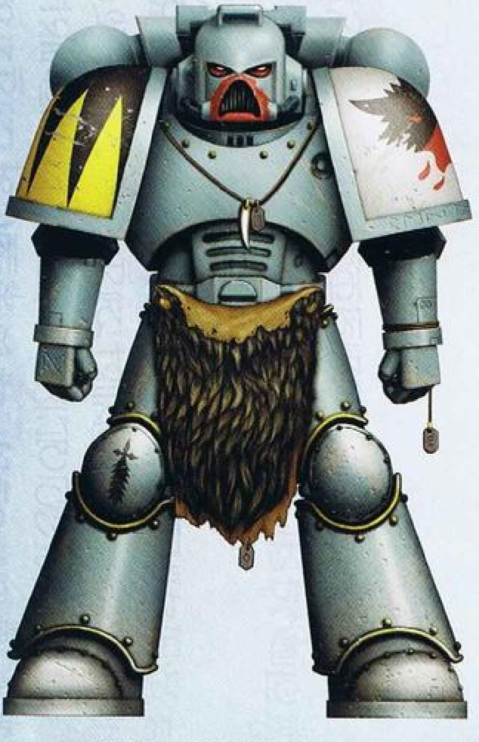
9TH PACK, KARINA NEBULA DEPLOYMENT



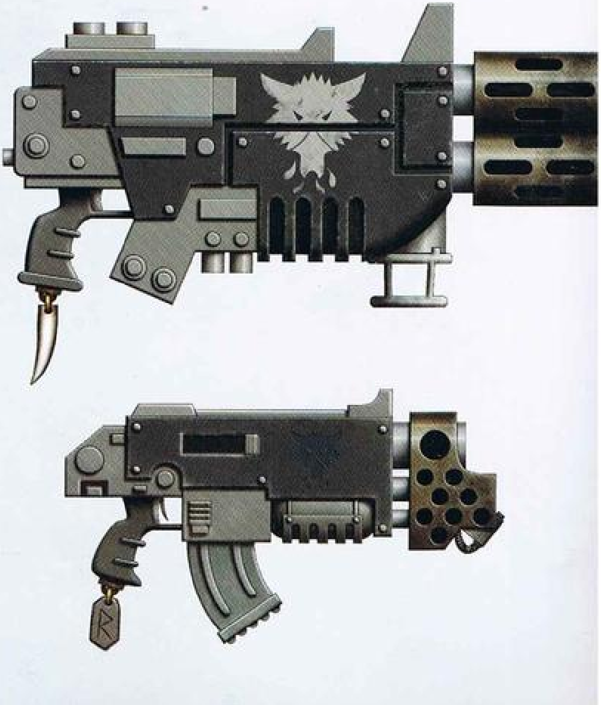
Long Fangs Agnun
Boarding Assault Forces, *Redmane's Claw.*



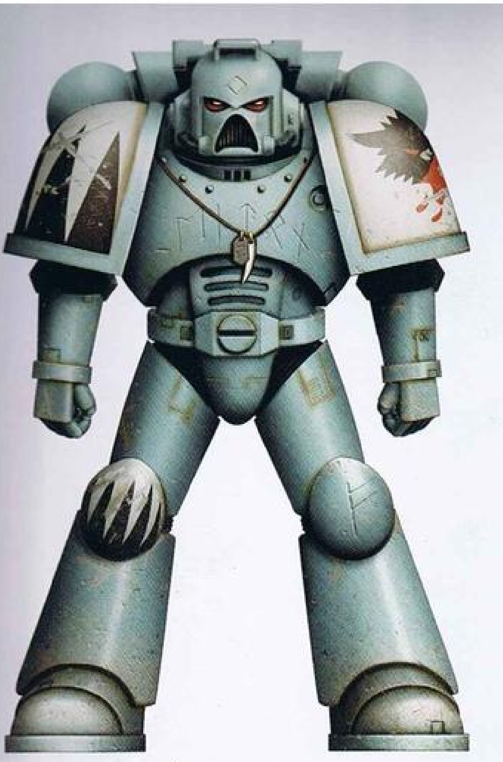
Long Fangs Pack Insignia



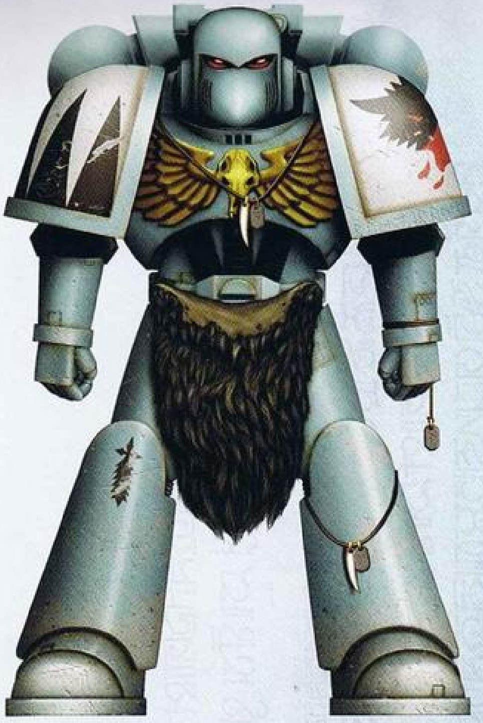
Wolf Guard Pack Leader Frostclaw
Bran Redmaw's Great Company markings on 'Aquila' Pattern helmet external vocaliser.



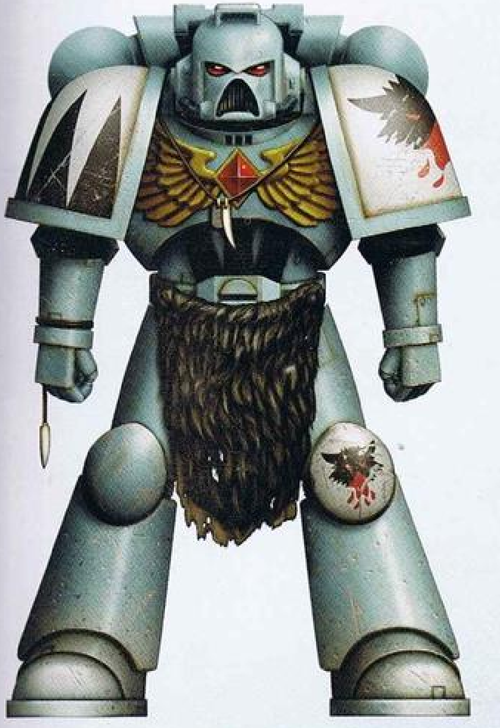
Long Fang Weaponry: 'Talon' Pattern Multi-melta and 'Vulkan' Combi-flamer



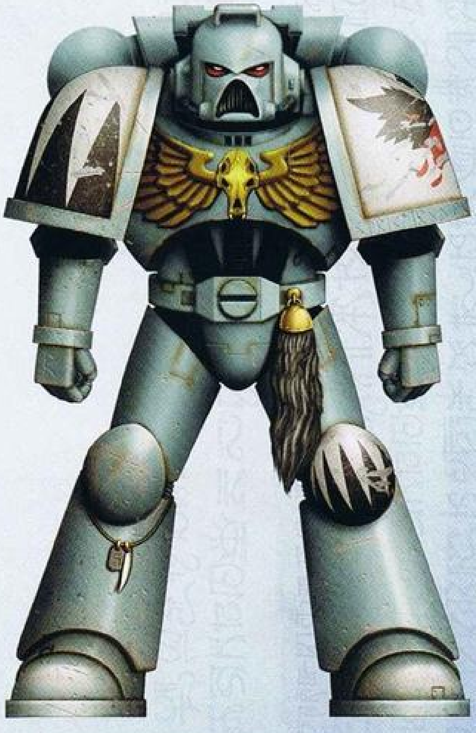
'Frostclaws' Brother Harnvgr
Heroically defended injured Pack Leader Frostclaw during attack by Kabalite warriors on a Void Dragon Aconite.



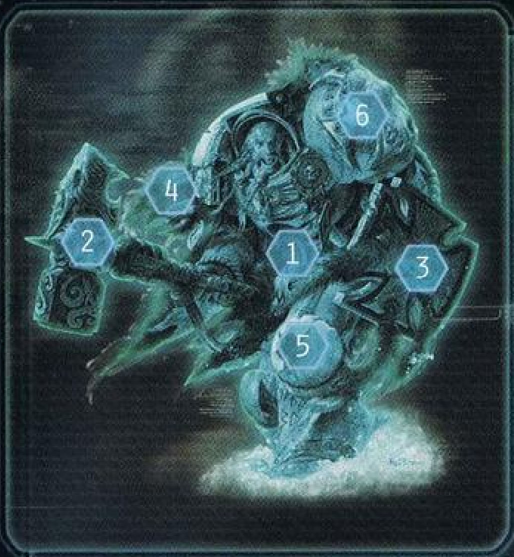
'Frostclaws' Brother Scarpelt
Slew many, Battle for the Karina Nebula.



'Frostclaws' Brother Skyhowler,
Bearer of the Claws of Andhrimnir.



'Frostclaws' Brother Amon
Claimed the life of a xenos-witch, Tormus Delta



WOLF GUARD BATTLE LEADER

1. Tactical Dreadnought Armour

This Wolf Guard wears a suit of Tactical Dreadnought Armour, more commonly known as Terminator armour, heavily embellished with the distinctive iconography of his Chapter.

The fierce warrior culture of Fenris from which the Space Wolves Chapter recruits remains a strong influence upon its organisation and tactics. One consequence of this is the removal of the warrior's helmet, a deviation from the recommended use of such equipment in the Codex Astartes. When possible a Space Wolf (as with his barbarian kin), prefers to show his face openly. This is a result of the Fenrisian emphasis on a warrior's personal reputation. To make a reputation you must be known by your name and recognisable by your face. Harking back to this tradition, many Space Wolves still prefer to remove their helmet to show their enemies who they are.

Another inheritance from Fenris' culture is the wearing of beards, moustaches and native hairstyles. A notable feature of many masculine-dominated warrior cultures across the galaxy, hair (especially facial hair) is seen as a symbol of strength, vitality and courage and as such is regarded as a mark of status – that of a male old enough to be a full warrior.

2. Thunder hammer

The Thunder hammer is a potent power weapon, a popular choice amongst Wolf Guard for its destructive potential. Wreathed and crackling with energy, the blows of a Thunder hammer impact with a distinctive thunderclap, the instant energy discharge concussing an opponent even if the massive impact does not inflict enough blunt force trauma damage to kill the target outright.

Each Great Company has its own store of weaponry, including valued, ornate and antique weapons, each with their own name and history. This master-crafted weapon is named Maekr, it was constructed in M38 by the legendary Rune Priest Svasund the Golden. Most likely this weapon was a gift from the Wolf Guard's commander.

3. Storm Shield

Often carried in tandem with the Thunder hammer, the Storm Shield provides extra protection in battle, incorporating an energy field projector behind its armoured facing. This disruptive field helps to deflect incoming fire or blows. Constructed of reinforced ceramite plates the shield bears the Imperium's winged skull icon, embellished with wolf tail talismans for additional protection.

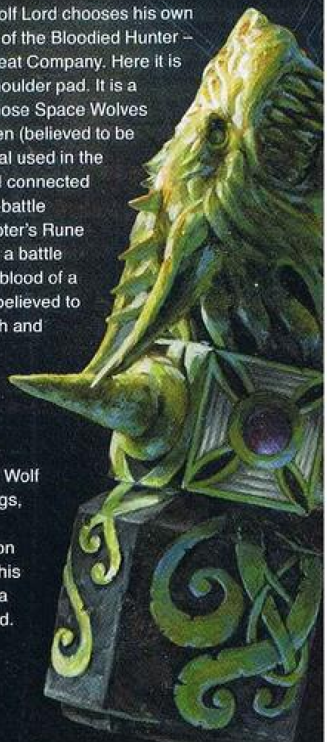
4. Wolf Totems and Talismans

The heroic deeds of a warrior are not only recorded by the Chapter's strong tradition of oral history, but also by the display of talismans, totems and other symbolic decoration. Some act as reminders of sworn oaths. Others, especially the wolf tail talisman, are wards against suffering injuries from attacks. Others are symbolic of bonds between individual packs or warriors. The display of fangs often commemorates a victory in a feat of strength or show of athletic prowess against another Space Wolf (such internal contests are common within the Fang).

5. Insignia

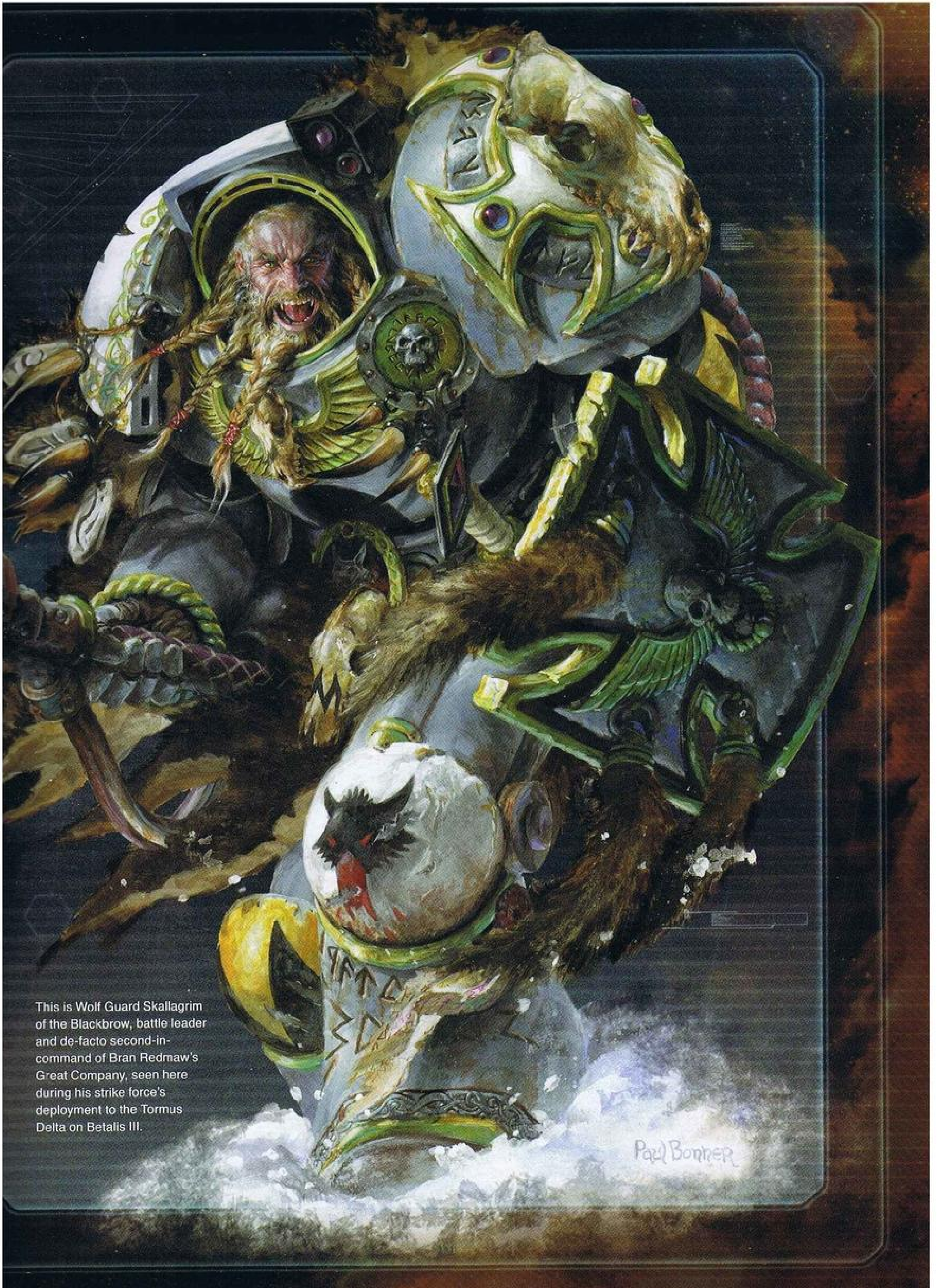
Great Company Symbol: Each Wolf Lord chooses his own wolf symbol, in this case the sign of the Bloodied Hunter – the symbol of Bran Redmaw's Great Company. Here it is worn on the kneepad and right shoulder pad. It is a symbol closely associated with those Space Wolves afflicted by the Curse of the Wulfen (believed to be a corruption of the genetic material used in the creation of a Space Wolf). A ritual connected with the Bloodied Hunter is a pre-battle ceremony conducted by the Chapter's Rune Priests, in which the lower part of a battle brother's helmet is painted in the blood of a sacrificed Fenrisian wolf. This is believed to help impart the creature's strength and cunning upon the wearer and is a sign that a warrior has sworn to die in battle rather than be defeated.

Wolf Guard Pack Markings: Each Wolf Guard pack bears its own markings, traditionally in yellow and black (although not exclusively). Chevron and runes are commonplace, in this case it is worn on the right knee, a black claw design on a yellow field.

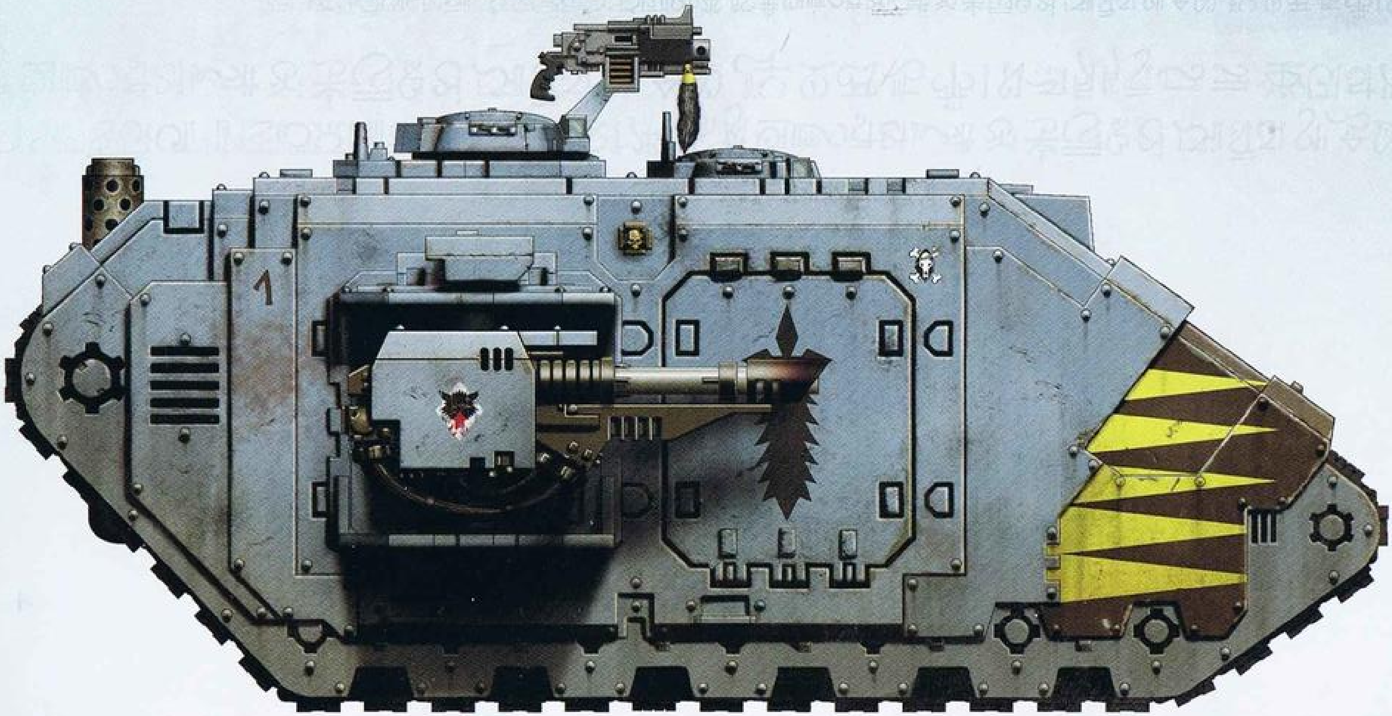


6. Crux Terminatus

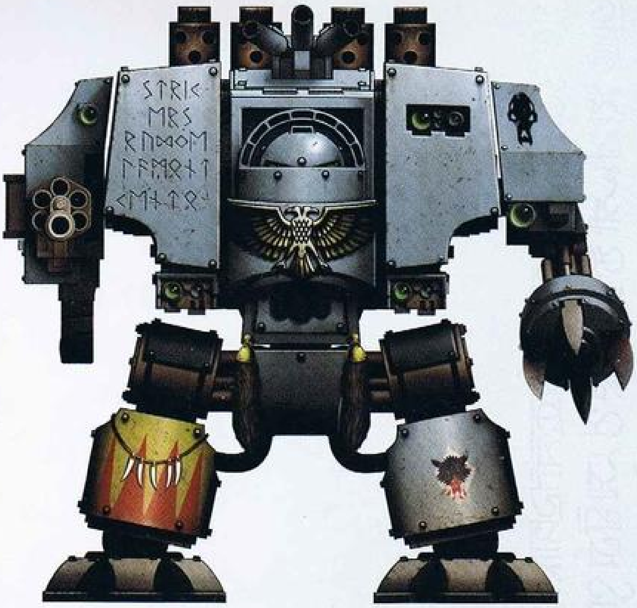
All Space Marines that have qualified to operate Terminator Armour are awarded the Crux Terminatus, an honoured rank that marks a Terminator out as a veteran. Most bearers of the Crux Terminatus will be members of a Chapter's 1st Company. The Space Wolves do not conform to the guidelines set down in the Codex Astartes and as such, their bearers of a Crux Terminatus can be found in all Great Companies. Here it has been adorned with the skull of a Fenrisian Wolf, an act that might be regarded as blasphemous by many Chapters.



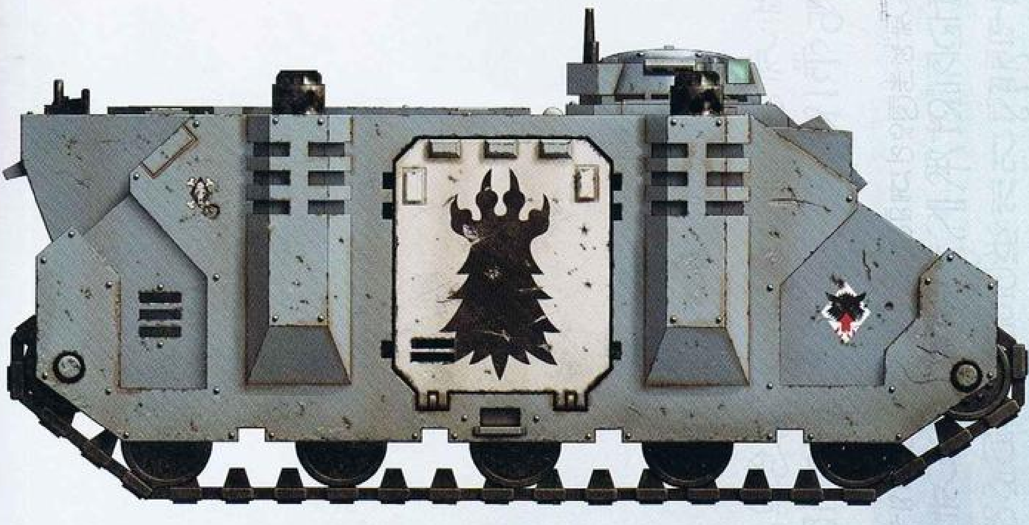
This is Wolf Guard Skallagrim of the Blackbrow, battle leader and de-facto second-in-command of Bran Redmaw's Great Company, seen here during his strike force's deployment to the Tormus Delta on Betalis III.



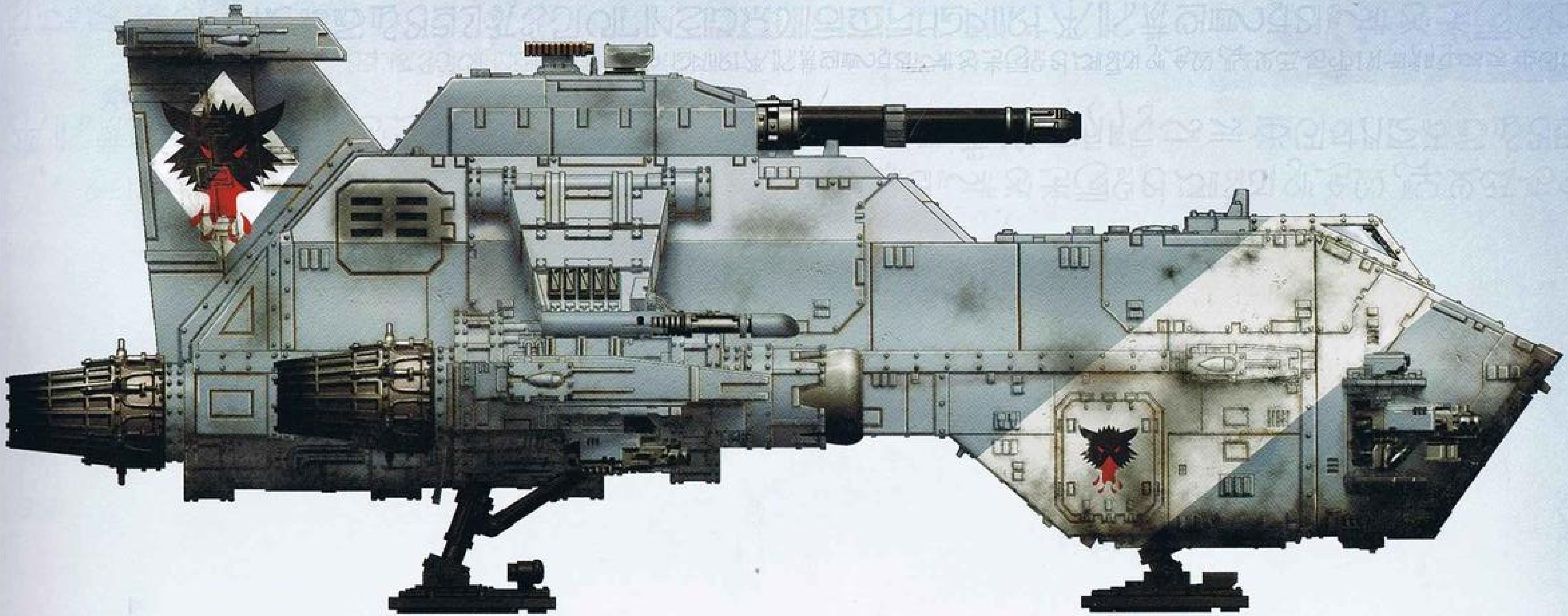
Space Wolves Mars Pattern Land Raider *'Tormund.'* Bran Redmaw's Great Company. Destroyed in battle on the Alacian Plains.



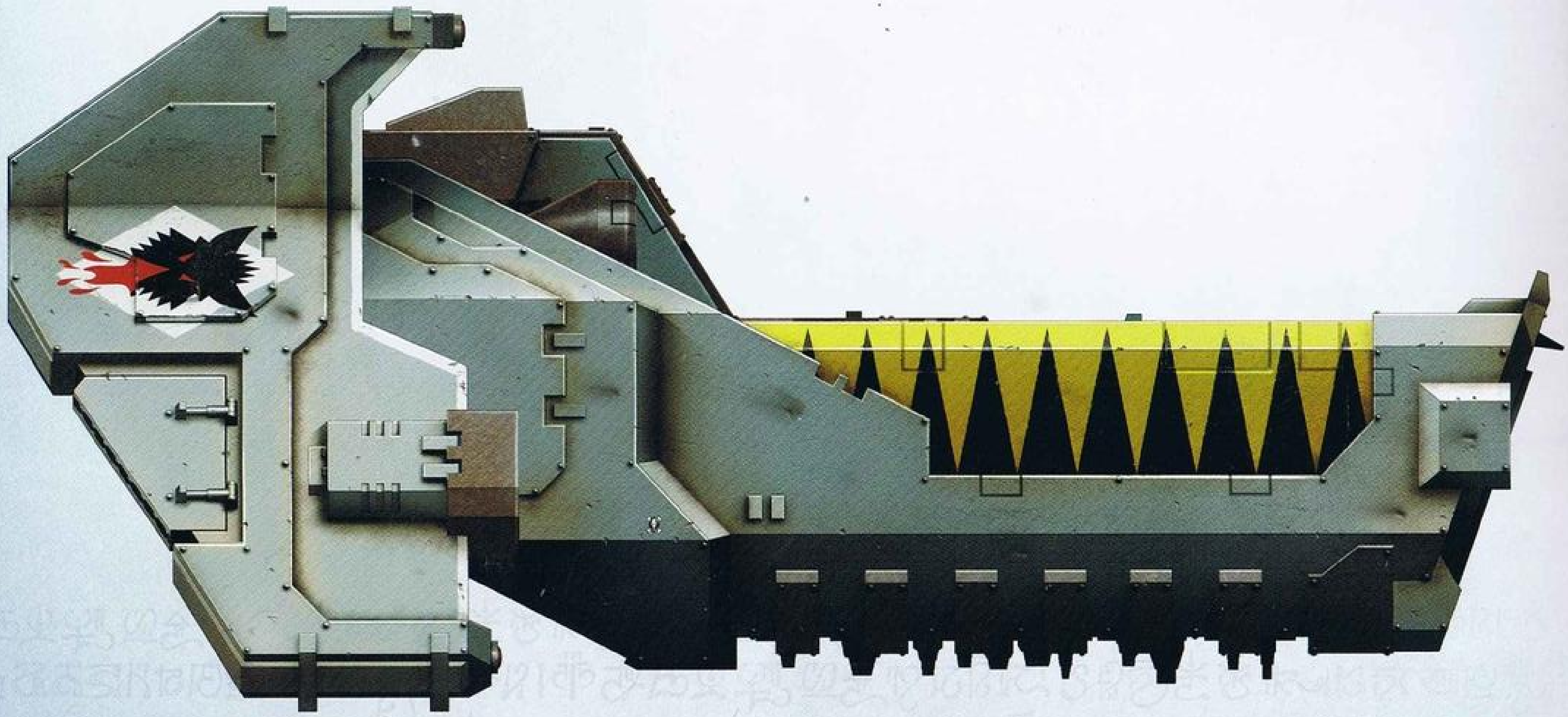
Brother Dreadnought Warclaw
Mk IV Dreadnought
The Ancient Wisdom to guide the Young.



Rhino 'Wolfsbane'
Attached to Long Fangs Pack, Frostclaw.



Space Wolves Thunderhawk Gunship *'Red Fury of Russ'.* Command transport of Bran Redmaw during the Betalis Campaign. The vessel's turbolaser armament is said itself to be a relic of the Great Crusade.



Space Wolves Caestus Assault Ram *'Gore Dagger'*.
This void attack craft was lost, presumed destroyed during
the Battle of the Karina Nebula.

WOLF LORD BRAN REDMAW

CURS'D LORD, WULFEN-KIN, THE BLOODIED HUNTER

Bran Redmaw is a Wolf Lord, the chieftain of a Great Company of up to 200 Space Wolves warriors; one of the twelve Wolf Lords that lead the Space Wolves Chapter under the Great Wolf, Logan Grimnar.

The character of each Great Company's commander to a greater or lesser extent influences its warriors, and Bran Redmaw's company is renowned for being a savage pack of cunning and ruthless killers. This is because, more than any of the other Great Companies, the stain of the Space Wolves' greatest secret lies heavilly upon them – that of the Curse of the Wulfen.

For this reason, Bran's Great Company is looked upon with some suspicion by the other eleven Wolf Lords. They all respect the company's fighting prowess, but those that serve under the banner of the Bloodied Hunter are regarded as tainted and draw the eyes of those of the Imperium outside the Space Wolves Chapter more than they wish.

More Space Wolves bearing the Curse of the Wulfen serve alongside Bran Redmaw than any other Wolf Lord. Amongst the upper echelons of the Space Wolves there is an unspoken truth as to the reason why – for Bran has risen to become a Lord, despite being afflicted himself.

After the death of Lord Andhrimnir during the Mordrak campaign, Bran Redmaw was promoted by Lord Andhrimnir's retinue to replace him as leader of his Great Company, as is the Space Wolves Chapter's tradition regarding rites of succession. It was not a popular decision. In private, other Space Wolves commanders stepped forth to voice their concerns, especially the venerable Wolf Priest, Ulrik the Slayer. Was Bran to be trusted in such a position of power? Would he allow his darker, feral nature to take control of his mind and soul? The Great Wolf Logan Grimnir quashed all complaints, for he could see that Bran was an extraordinary warrior and, through sheer force of will, had subdued the beast within. In this matter, Logan Grimnar had looked to the advice of his eldest councillor, Bjorn the Fell-Handed. Only the ancient Dreadnought was old enough to recall that Bran would not be the first to reach such high office with the curse upon him.

Although he fully supports Bran's promotion to Wolf Lord, Logan Grimnar is not without caution and has ordered Ulrik the Slayer and his Wolf Priests to keep a close watch over Bran and his Company, so that they do not stray too far and risk becoming another lost Great Company; the current Great Wolf will not risk repeating the mistakes of the past. Even on the battlefield (or perhaps especially upon the battlefield) Bran, knowing the beast that lurks within him, avoids the close company of his warriors. Having issued his orders before deployment, he now prefers to hunt alone or in the company of a pack of Fenrisian Wolves, and leaves his trusted Wolf Guard battle leaders in direct tactical control.

Should the Curse of the Wulfen take him then Bran is transformed into a huge ravenous wolf-beast; fully twelve feet tall, powerful, fast, and with claws that can rend plasteel and fangs like adamantive daggers. Consumed by a frenzied bloodlust, the Redmaw tears its foes apart in an orgy of blood. But despite its bestial appearance, the Redmaw is no mindless killer. The beast still retains a hunter's cunning, using stealth and patience to get close to its prey before pouncing upon them in a sudden explosion of gory violence.

These are also the tactics of the hunt that Bran instils into his warriors – to be patient and await the chance to strike. For his Great Company there are no headlong rushes to battle or proud boasting of their strength and battle prowess. Instead they plan carefully, manoeuvre and make tactical strikes to weaken the foe before the sudden final assault, often from many directions, but always with overwhelming and pitiless savagery, tearing an enemy force to shreds.

In battle, Bran is equipped as befits a mighty Wolf Lord. He wears Rune Armour decorated with wolf totems and an ornate Belt of Russ. For a weapon he bears the Frostblade Langnvast, a master-forged relic of the Chapter gifted to him by Logan Grimnar upon his promotion to the rank of Wolf Lord.

BRAN REDMAW .... **210 points**

	WS	BS	S	T	W	I	A	Ld	Sv
Bran Redmaw	6	5	4(5)	4	3	5	4	10	2+

Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Wolftooth Necklace
- Rune Armour
- Bolt Pistol
- The Axe Langnvast
- Frag and Krak Grenades
- Belt of Russ

Special Rules:
- And They Shall Know No Fear
- Independent Character
- Acute Senses
- Counter-attack
- Curse of the Redmaw
- Patient Killers
- Saga of the Hunter

Curse of the Redmaw: Since first becoming a Space Wolf Bran has contained the Curse of the Wulfen within him, an act of supreme willpower in itself. But, during the heat of battle, when his bloodlust rises, sometimes even his indomitable will cracks and he must succumb to the beast within.

At the start of each of Bran's controllers Movement phase except for the player's first turn, before moving units, Bran Redmaw's player must roll a D6. On turn 2 Bran will succumb to the Curse of the Wulfen on a 6+, on turn 3 it will be on a 5+, on turn 4 on a 4+ and on any further turns he succumbs on a 3+. Add +1 to this D6 roll for each Space Wolves unit locked in combat that turn.

Once Bran succumbs to the Curse he transforms into the Redmaw, replace the model with the Redmaw. The Redmaw enters play with the number of Wounds Bran Redmaw had when the Curse came into effect and with only the Wargear and Special Rules detailed on the Redmaw profile, he completely replaces Bran Redmaw and is not affected by any effects previously applied to Bran Redmaw by either friendly or enemy models. He remains a HQ choice for all purposes.

The Axe Langnvast: The axe known as Langnvast is an ancient and storied weapon among the Space Wolves, carried by many heroes into uncounted battles. Langnvast is a two-handed power weapon which adds +1 to its user Strength and allows its wielder to re-roll any assault hits which fail to wound.

Patient Killers: Bran's preferred tactics are to use some of his Grey Hunters to lie in wait, often behind enemy lines, to strike after the foe is already weakened by battle. If Bran is leading the army then a single Grey Hunter squad may use the Infiltrate and Behind Enemy Lines special rules exactly as if they were Wolf Scouts.

Saga of the Hunter: Bran's Saga of the Hunter gives him the Stealth special rule (+1 cover save). He (and any Fenrisian Wolves he is leading) may enter the table from Reserve using the Outflank special rules.

HQ: Bran Redmaw is a HQ choice for a Space Wolves army.

THE REDMAW .... **Special**

	WS	BS	S	T	W	I	A	Ld	Sv
The Redmaw	7	-	6	6	3	6	5	8	-

Composition:
- 1 (Unique)

Unit Type:
- Infantry

Wargear:
- Wolftooth Necklace

Special Rules:
- Independant Character
- Acute Senses
- Counter Attack
- Fleet
- Saga of the Hunter
- Patient Killers
- Eternal Warrior
- Feel No Pain
- Furious Charge
- Fearless

The Redmaw: The Redmaw can only enter play through the Curse of Redmaw rule detailed in Bran Redmaw's profile. He enters play with the number of Wounds Bran Redmaw had when the Curse comes into effect and with only the Wargear and Special Rules detailed, he completely replaces Bran Redmaw and is not effected by any effects previously applied to Bran Redmaw by either friendly or enemy models. He remains a HQ choice for all purposes.

FORCES OF THE ELDAR

CRAFTWORLD MYMEARA

THE LOST BEHIND THE VEIL, THE CURS'D

Those upon whom the Eldar have waged war and survived will have witnessed but a small measure of the intense racial psyche that led them to leave their original home world many hundreds, if not thousands, of millennia ago to conquer the stars. They are a people who have been compelled throughout their evolution by the desire to experience the absolute in all that they do, whether it is creating weapons so technologically advanced that they tear apart the bounds of reality, or in the reshaping of airless planets into richly opulent paradise worlds. This drive to achieve all that they can is both a blessing and a curse, for it once almost destroyed their race completely.

Before their race was torn apart, a small few amongst the Eldar had the foresight or, more importantly, the desire to question where their ambitions would eventually lead them. For ultimately all experiences have a limit and those Eldar who acknowledged this could see that for their people their ways could only end in disaster.

Amongst the wise few were the Eldar of Mymeara. As their system was located on the extreme limits of the Eldar empire, the corrupting influence of the many pleasure cults that had so far infiltrated other Eldar societies had barely reached them, and so they looked upon the ever increasing extremes their brethren elsewhere in the Eldar empire were going to with disgust and revulsion. None though could deny their growing curiosity to experience this life of moral abandonment, and the wisest of the Mymeara Eldar realised that if they did not distance their population, it too would eventually be consumed by the madness.

Through sheer force of will the Mymearans tempered their efforts towards building a massive star ship, one in which their entire system's population could flee in should they so choose. It took many decades to complete, and with each that passed the system's worlds became ever more tightly gripped by the taint that had already poisoned most of their race. Only half of their populations were on board when the vessel finally set sail, forced to flee as the acts of depravity on the worlds below them escalated into whole scale bloodshed and slaughter.

The Mymeara Craftworld travelled for many months until it was nearly out of range of Eldar space. This, though, was still not far enough for it to escape the event now known as the Fall, and nearly a third of its population was destroyed in the psychic scream that heralded the birth of the Chaos god Slaanesh.

Lost in their grief for the death of their race, the Craftworld continued to drift through the stars, believing themselves now alone in the galaxy. Their mourning though was to be brutally cut short as they fell prey to those who dwelt in the darkness beyond the once great Eldar empire, and hundreds of thousands of Mymearans died as they fought to protect themselves from attacks by Orks and things far worse.

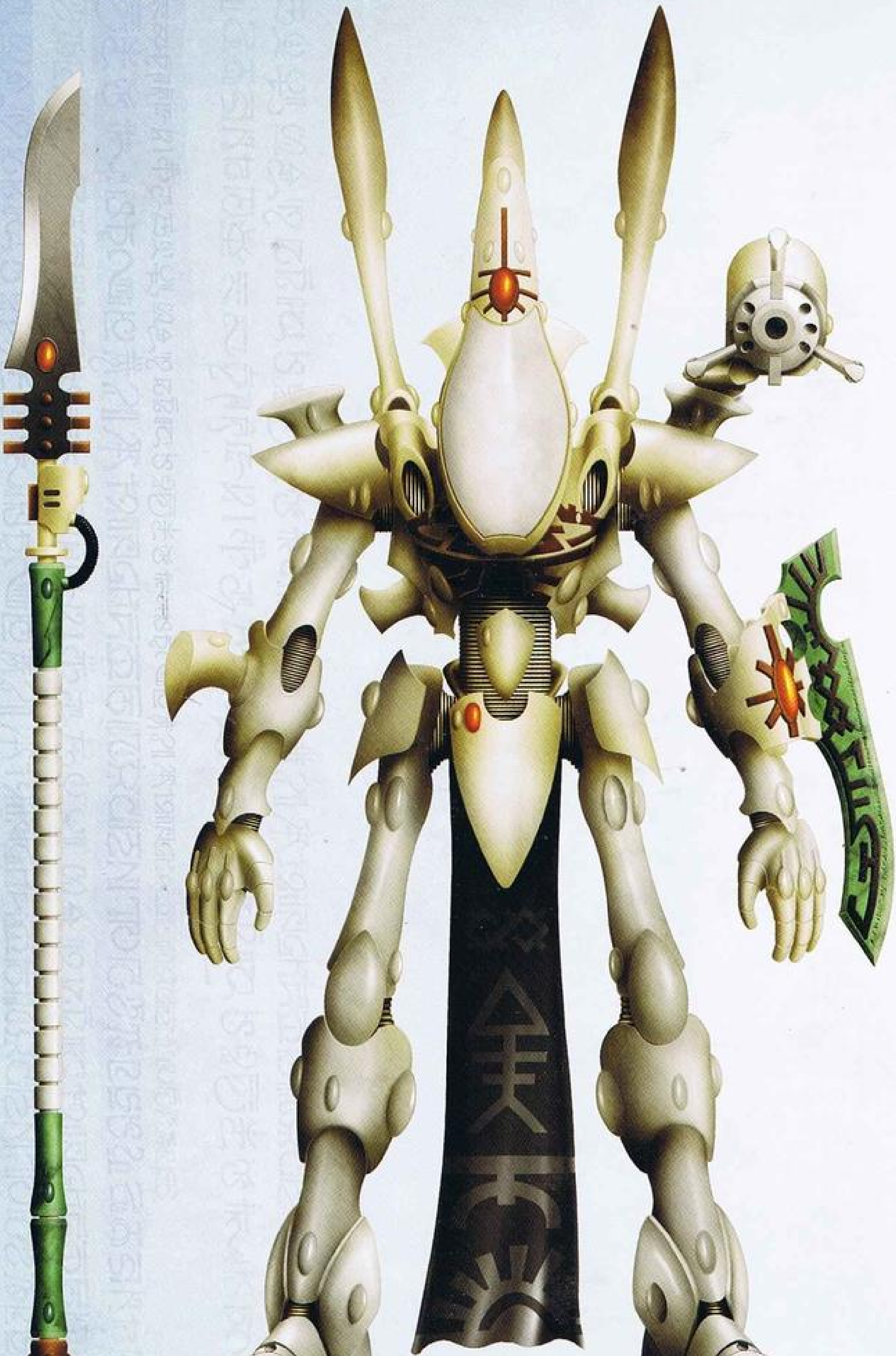
During these terrible times hope came to the Mymearans in the form of Irillyth, a disciple of Asurmen who strode forth one day from one of the many portals on the Craftworld that had remained inactive since their departure. Through his wisdom the warrior-citizens of Mymeara learned how to combine the aspects of stealth, speed and overwhelming firepower to utterly decimate their foe. Together the warriors of the Craftworld and the Phoenix Lord set about clearing a safe path through the galaxy for their world-vessel, hitting out mercilessly at any who dared to threaten them.

Irillyth's presence upon the Craftworld was short lived though. Calling a meeting of the Council of Seers, he announced that the ultimate reason for his arrival upon the Craftworld was to prevent its utter destruction, which he had seen in a vision whilst undergoing his training with Asurmen, first of the Phoenix Lords. Centuries in the future, the Craftworld would sail through the empire of a hostile race so vast and powerful that they could neither avoid nor survive its wrath. The Phoenix Lord could prevent the doom of the Craftworld now if the Council would grant him a war host large enough to destroy the empire, which at that point in time was still in its infancy.

Bowing to the wisdom and foresight of the Phoenix Lord, half of the entire Craftworld's war host was given over to Irillyth. As the last citizen-warrior stepped across the threshold of the portal the Phoenix Lord had appeared from years before, the device was destroyed as per his instructions, for fear that the enemy would one day somehow discover how to use it to invade the Craftworld. If his war host was victorious, then the Phoenix Lord would find some other way to ensure their return.

That was the last those who remained on the Craftworld saw of their brethren. As their vessel slowly drifted through systems where Irillyth had said the empire of their eventual destroyers would be, they could see that he had been true to his word and the paths of the alien race's evolution had been altered. Planets along their route had once been the site of cataclysmic battles. Whole cities had been destroyed by what could only have been Eldar weaponry, and the reptile-like aliens scavenging amongst the ruins were now little more than savages. Still though there was no sign of Irillyth or the Mymearans.

The Craftworld continued their search, and eventually encroached upon part of the dominion of Mankind. Realising that to continue through such a populated region of space would put them at terrible risk, the Seers of the Mymeara Craftworld chose instead to conceal their great



Eldar Wraithseer of the Mymeara Craftworld. The Wraithseer is a powerful war construct, armed with an energised blade and distortion cannon, as well as possessing formidable psychic potential. It represents an extreme threat to all Imperial forces.

star vessel and continue their search through other means. They came to rest in a region of space that had not yet been infested by other races, and using their technology hid themselves away, drawing the stellar matter of a nearby star around their Craftworld like a shroud.

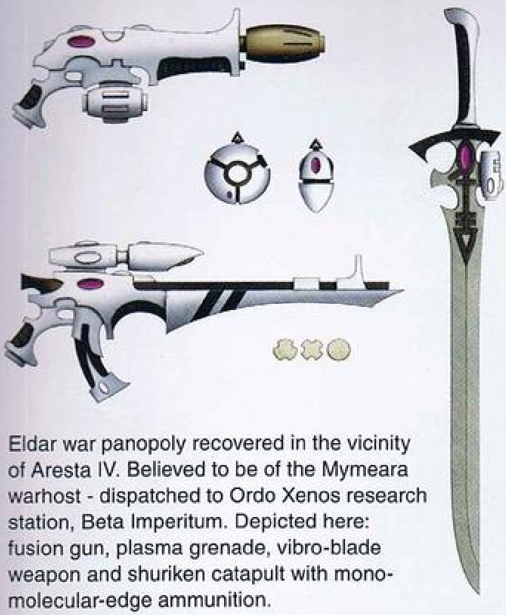
There they remained for centuries, sending out rangers in the hope of locating their lost kin. During their search the rangers came into contact with other survivors of their race. Although the Mymearans would have preferred to remain concealed from all, even their own kind, they recognised that they would need the support and protection kinship provided and brokered an alliance of sorts with the Alaitoc Craftworld and its Corsair allies; the price of their allegiance being the exchange of Eldar technology not seen by Alaitoc since the Fall.

When the Phoenix Lord was finally located, it was not the Mymearans who found Irillyth. Instead, whilst searching for new resources to rip from their world, Betalis III, human colonists broke through into a massive cave system, the site, thousands of years before, of the final battle against those destined to destroy the Mymearan Craftworld. During the conflict Mymeara's enemies had been defeated but as the Phoenix Lord Irillyth saw in his vision, it was at the cost of his and the war host's lives.

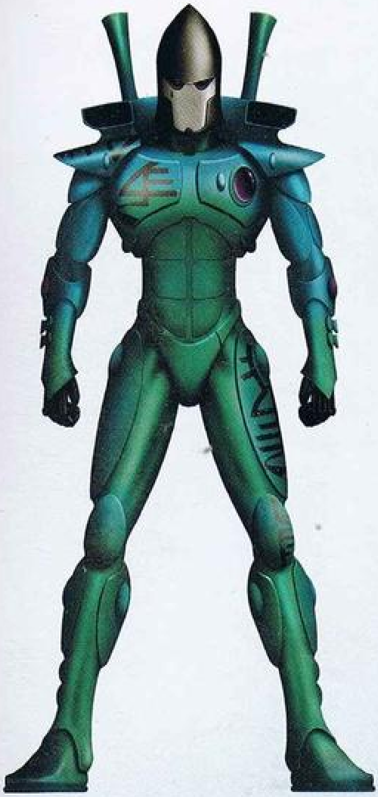
When a Phoenix Lord is slain though, he does not truly die, only the body of the warrior hosting his spirit is killed. The Phoenix Lord's essence remains within his war panoply, to be taken on by the next Eldar warrior to don it. When the colonists broke into the cave they triggered an ancient defence system within the Phoenix Lord's armour intended to protect it whilst his spirit is in a dormant state. This caused the cave-in which killed all the miners and also alerted those who still tended the Phoenix Lord's shrine on the Mymearan Craftworld to his location.

In the days and weeks following the incursion of Betalis III, the Space Wolves of Bran Redmaw's Great Company and an Imperial Navy fleet fought a war against the Corsairs near the Karina Nebula, determined to rid them from the system once and for all. Before the Corsairs finally retreated, an energy signature of monumental proportions was registered moving deep within the centre of the dust cloud. Before it could be investigated, a great storm began to rage within the nebula, before swiftly calming.

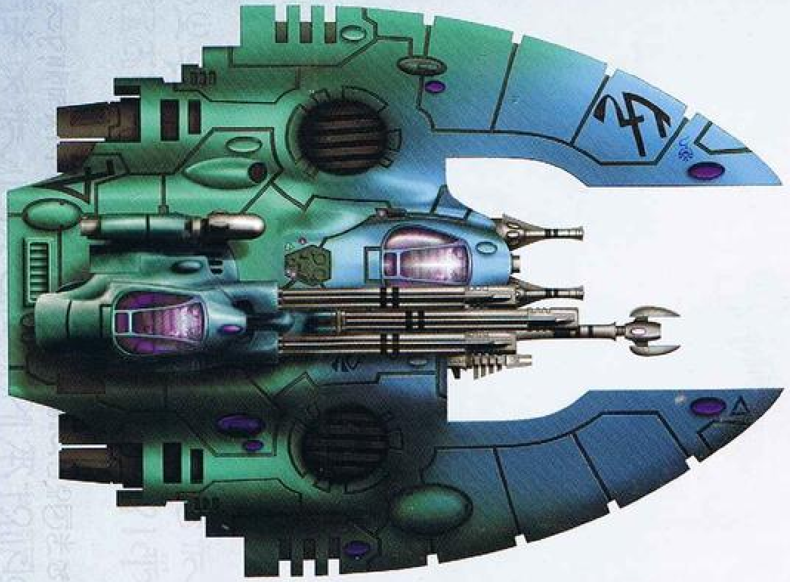
As yet no Imperium vessel has been able to penetrate the outer boundaries of the dust cloud to investigate this, but it has been noted that they will be able to soon. The solar winds of Betalis' star now no longer flow towards the nebula, and it will eventually dissipate into the voids of space beyond.



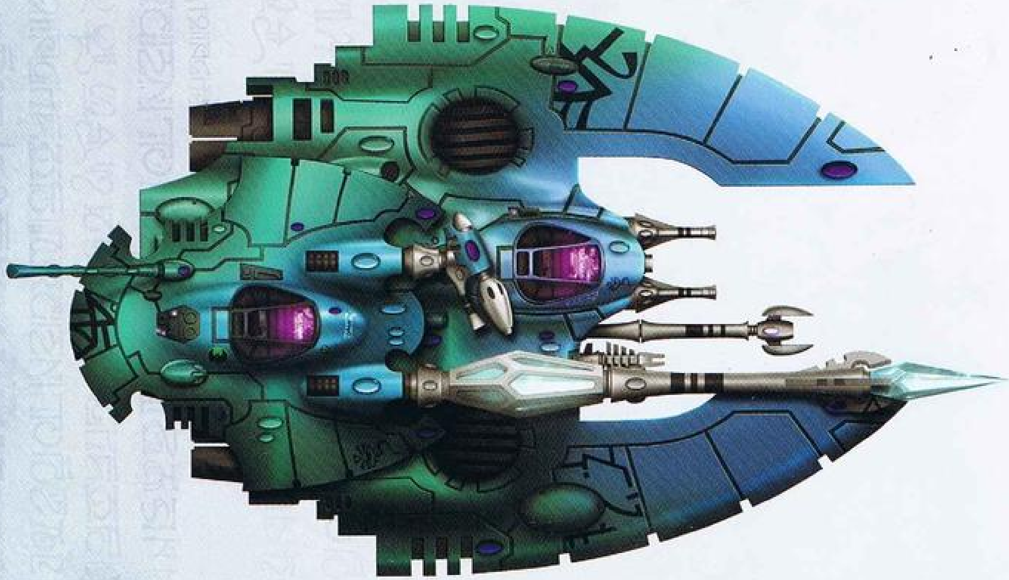
Eldar war panopoly recovered in the vicinity of Aresta IV. Believed to be of the Mymeara warhost - dispatched to Ordo Xenos research station, Beta Imperitum. Depicted here: fusion gun, plasma grenade, vibro-blade weapon and shuriken catapult with mono-molecular-edge ammunition.



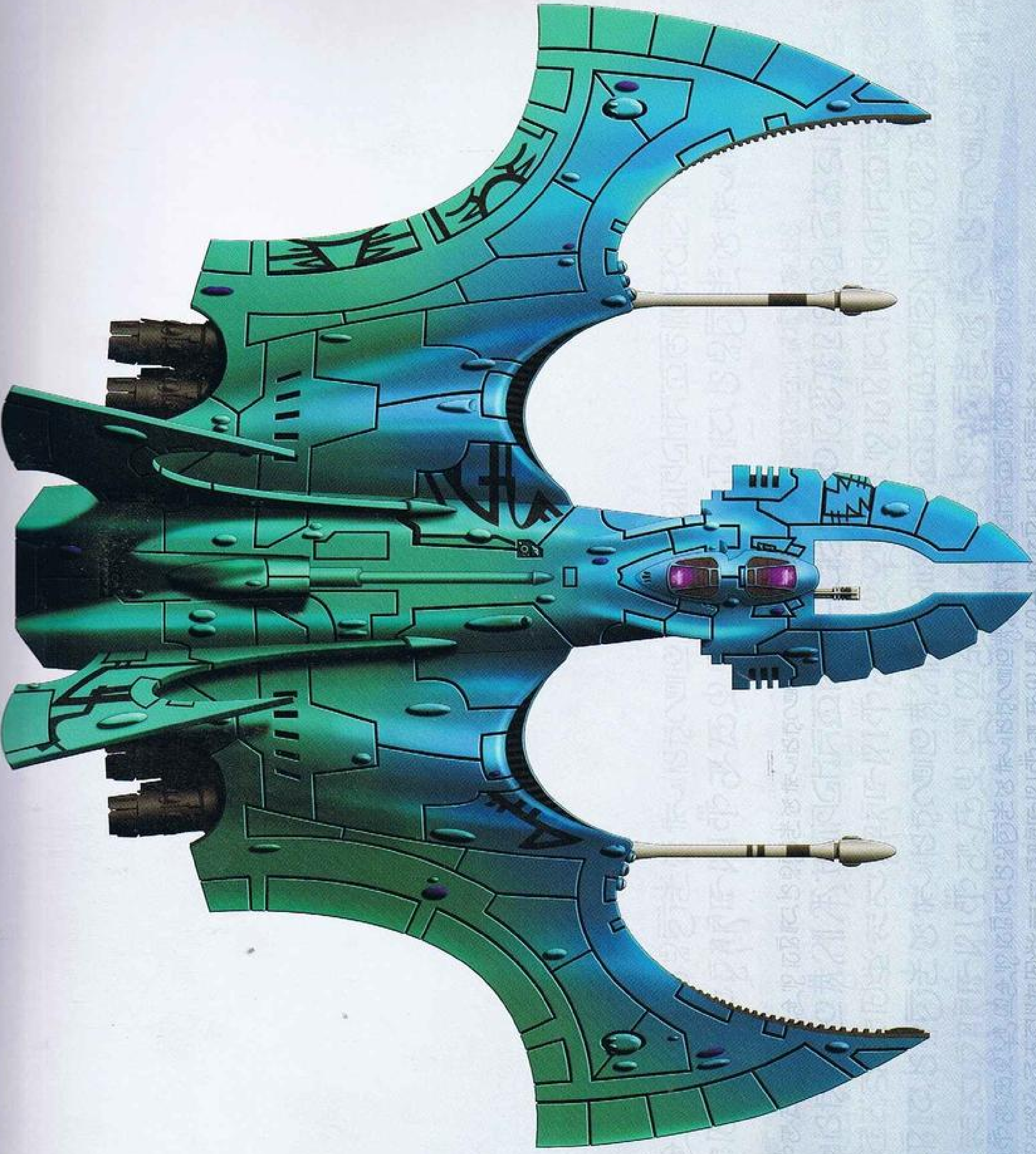
Mymeara Craftworld Guardian



Eldar Firestorm Grav Tank. Primary air defence unit. Craftworld Mymeara.



Eldar Fire Prism Grav Tank. The laser-fusion weapons employed by this variant of the Falcon accounted for more Imperial tank losses upon Battle Group Odon than any other Eldar war machine.



Eldar Vampire Hunter. The Vampire is a heavy assault interface craft, the Hunter variant of which is armed with Titan-scale Pulsar weapons enabling it to engage fortifications and armoured ground targets. Mymeara Craftworld deployed several squadrons of Vampires in support of their ground attacks.

CRAFTWORLD ALAITOC

Having lost so many of their brethren to the terrible events of the Fall, the Eldar of Craftworld Alaitoc embrace the strict disciplines of the Path of the Eldar to a near zealous extent. They also vehemently avoid contact with others of their kind lest their influence drags them down to the same depths of depravity the Eldar empire fell to, devoting themselves instead to a life of harsh discipline. This does not sit well with all and there are some, particularly amongst the younger generations, who cannot embrace what this entails, even though it may mean they are banished from their home and kin.

Those who are forced to leave Craftworld Alaitoc or go of their own volition may eventually seek to join the Corsair bands. Others remain true to their people, and patrol the Eldar webway to ensure Alaitoc's continued survival, seeking out any threats to the Craftworld, but now free to explore the worlds beyond it.

It was a ranger squad from the Alaitoc Craftworld who located the lost Mymearan Craftworld. Finding an entrance to a portal in the webway inscribed with symbols none of the Eldar rangers recognised, they sent one of their number to seek advice from Alaitoc's Council of Seers. The response came in the form of Alaitoc's greatest Farseer at that time. Realising that the rangers had found a portal to one of the lost Craftworlds, the Farseer called upon ancient knowledge he had learned many centuries before when he had first taken the Path of the Seer to break the seal which protected the portal.

Just beyond it stood the Farseer of the Mymeara Craftworld and his bodyguard of Shadow Spectres. At first the Mymeara Farseer wanted his people to have no dealings with Alaitoc for fear they were no different from those they had fled from, and it seemed as if once more there would be a battle between Eldar kin. However Alaitoc was in many respects similar to the Mymearans and its Farseer was able to persuade his refound kin that this could be the basis on which they could strike up an alliance to each Craftworld's benefit.

Alaitoc's home worlds had been located on the frontier of its race's empire, and like the wiser Eldar upon Mymeara, some of its people had also realised the depths their kin would soon fall to. Casting out into the stars almost too late, they barely survived the atrocity, and since then Alaitoc had also had to fight to survive. Amongst these dark days was an encounter with a splinter force of bio-ships from Behemoth, the Tyranid Hive Fleet which would later go on to devastate the Ultramarines Chapter's world of Macragge in 745.M41.

The swarm of Tyranid bio-ships had been discovered lying in the path of the Alaitoc Craftworld by the fleet of cruisers and escort ships that scouted ahead of it. The spread of Tyranid ships was vast as it closed upon the forward Eldar armada, but it had not counted upon the skills of its opponents. Perhaps never having encountered such a race as the Eldar in its own galaxy, the Tyranid fleet was unprepared for the swiftness of the Eldar vessels and the accuracy of their laser batteries and torpedoes. As the bio-ships vomited forth their lethal payloads of drones, squadrons of Alaitoc's Hellebores and Nightshades swept in to destroy them. In return their pilots found their vessels attacked by huge feeder tendrils which punched through their hulls, unleashing Tyranid Warriors into their midst.

The furious battle raged on the ships and amongst the stars for many days, each moment seeing Alaitoc's Craftworld move ever closer to within range of the bio-weapons of the largest Tyranid ships. Knowing that an invasion of their Craftworld would likely spell the end of their people, the Alaitoc fleet set itself to destroying as many of the largest Tyranid vessels that they could.

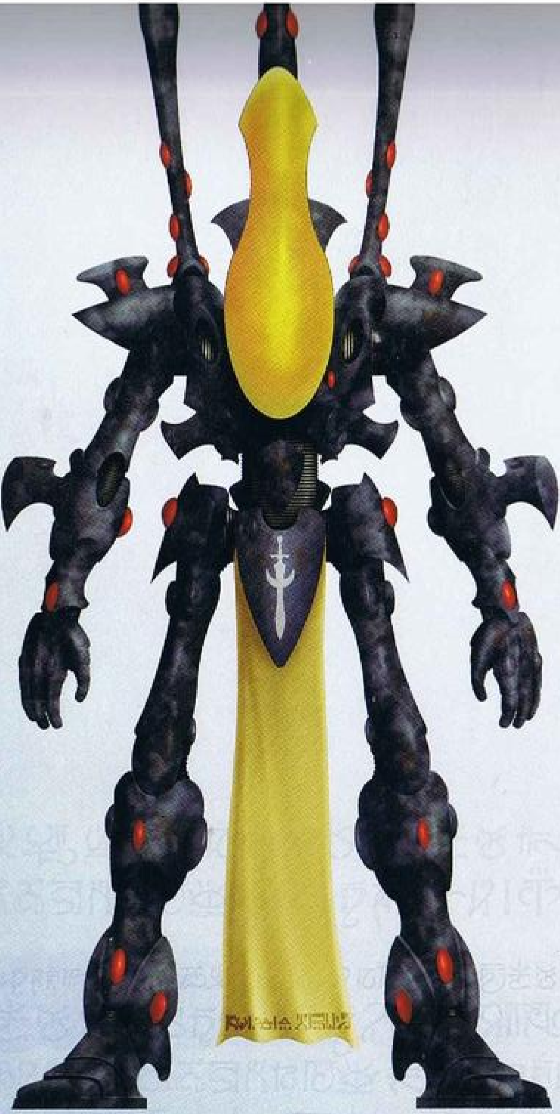
With the massive form of the Craftworld literally hours away on their long range screens, the Eldar fleet succeeded. By attacking the largest ships they also destroyed or seriously injured the largest of the Tyranid creatures within. With its command structure failing, the attack on the Eldar armada lost its coherency, providing easier targets for Alaitoc's fleet to destroy.

The danger was not over though as the way before the Craftworld was now saturated with the remnants of the Tyranid bio-swarm. Although most of its creatures were likely dead, there was still the very real risk that some might still be alive and capable of drifting the short distance across space to infest the Craftworld as it passed through them.

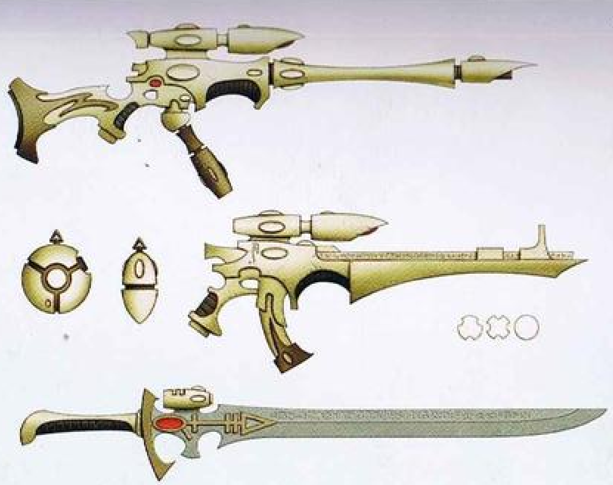
To prevent this, the Eldar armada launched thousands of torpedoes into the area where the Tyranid bio-ships now drifted. These succeeded in destroying or blasting away any remaining Tyranid spores and creatures, and their efforts were so effective that the region is still marked upon Imperial Navy maps as a dead zone centuries after the Eldar's armament was unleashed.

Without Alaitoc's aid, and that of its Corsair allies, the resurrection of Mymeara's Phoenix Lord would not have been possible. Not only did the Craftworld bring the full force of its squadrons of Grav-tanks, Vypers, Nightwings and other vessels to bear against the Leman Russ and Chimera of Company Vengeance, but its Pathfinders and Aspect Warriors also stalked the icy depths of the Tormus Delta against Company Retribution.

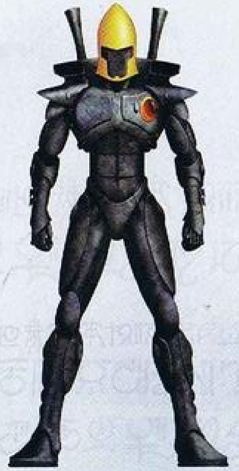
Alaitoc's efforts kept the Imperium's forces away from the ultimate objective of the Mymearan Farseer, the retrieval of his Craftworld's Phoenix Lord from the cave system below the Aresta IV mining complex. That he succeeded is in no small part to them.



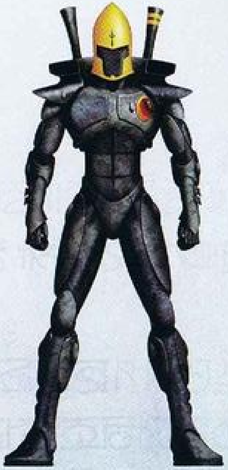
Eldar Wraithlord war construct. Alaitoc Craftworld. Observed in battle against the Vaust 14th Regiment on Betalis III. Roughly analogous to an Adeptus Astartes Dreadnought in role, Wraithlords are extremely durable and versatile in armament.



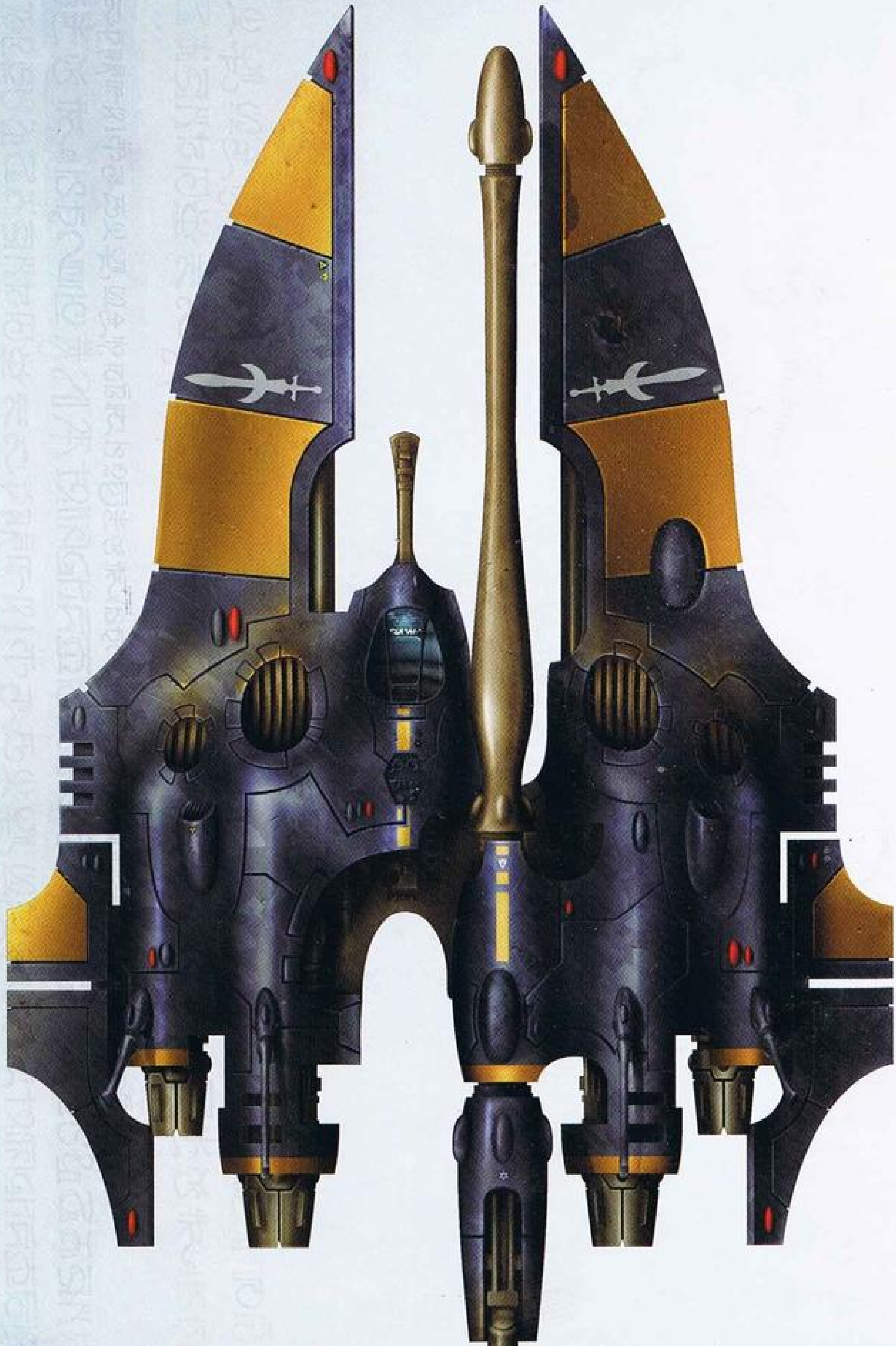
Craftworld Eldar Alaitoc war panopoly - [Field definition]: Eldar long rifle, plasma grenades, melta bomb, shuriken catapult and power sword. 'Battle trophies' retrieved from Vaust XIVth Guardsmen, Tormus Delta.



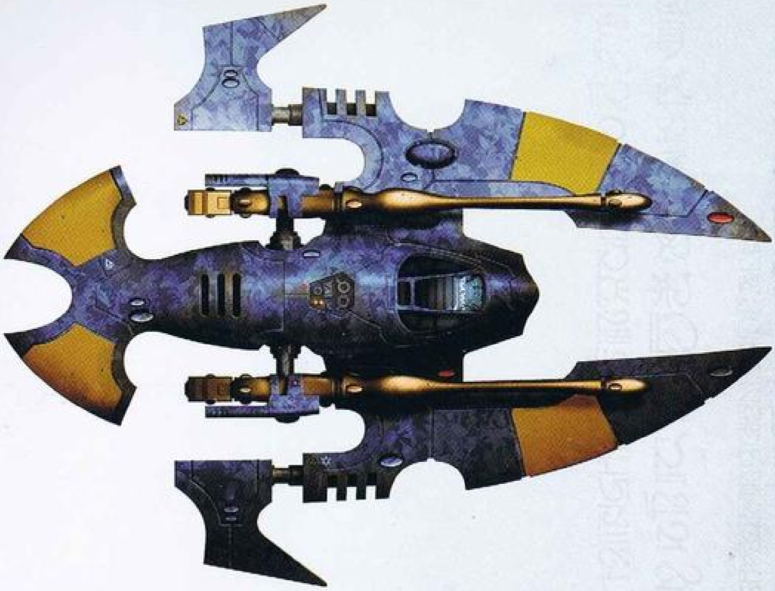
Alaitoc Craftworld Guardian



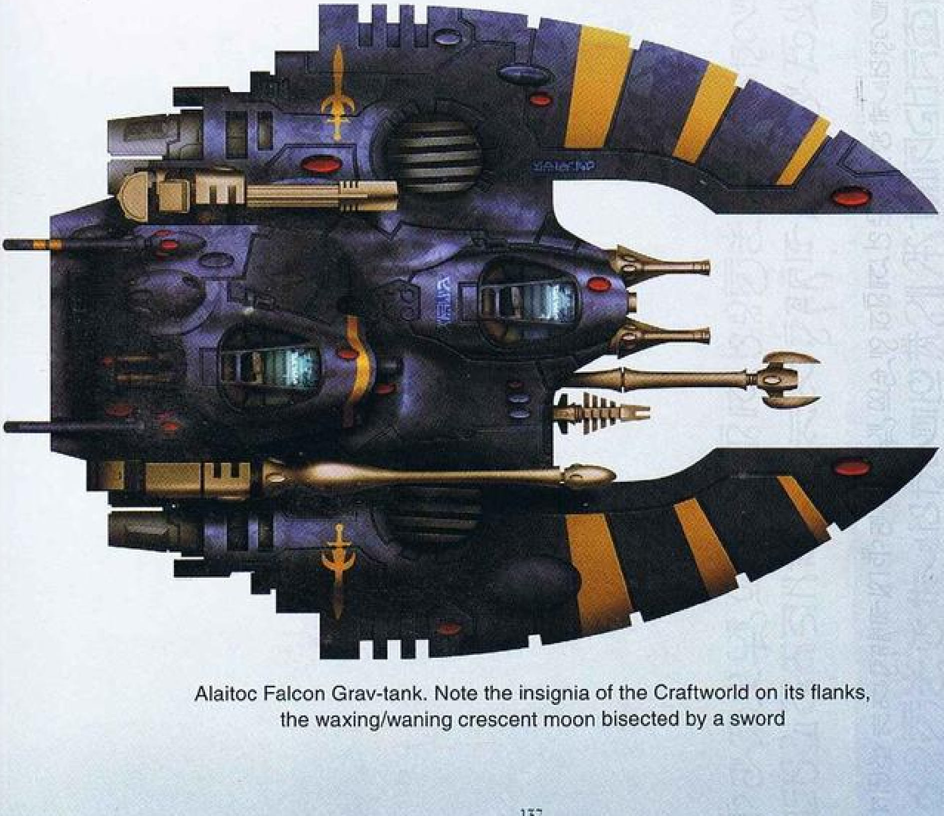
Alaitoc Craftworld Guardian



Eldar Lynx Heavy Grav Tank. This example bore the markings of the Alaitoc Craftworld, and was armed with a single Pulsar. It was destroyed by the Titans of Legio Gryphonicus.



Alaitoc Hornet. Deployed by enemy forces ahead of heavy armour. Also observed in vicinity of Tarandor Isthmus.



Alaitoc Falcon Grav-tank. Note the insignia of the Craftworld on its flanks, the waxing/waning crescent moon bisected by a sword

SHADOW SPECTRES

To an Eldar warrior death in the mortal realm is no release from the endless war the survivors of this race fight. So few are they as well that the spirits of elite Eldar warriors are often required to fight on, forever trapped in the twilight realm between life and death. Rather than enter the infinity circuit of their Craftworld, their spirit stones are used to infuse life into wraith-constructs such as the Wraithlords and Wraithguard.

It is this aspect of Eldar warfare that the Shadow Spectres exemplify, Khaine's demand that even the end of a mortal existence cannot be an escape from war. Many millennia ago the aspect was closely associated with the Wraithguard. Whilst the Wraithguard are artificial life forms animated with a living spirit, the Shadow Spectres are living, breathing spirits that have taken on the appearance of wraiths. Traditionally, all those that die on the Path of the Shadow Spectres have, as part of the shrine's death rituals, had their spirit stones used to animate Wraithguard, and a cadre of these silent sentries always stand watch upon the shrine and march to war alongside their living kin.

The Shadow Spectres are armed and equipped to predominantly hunt enemy heavy armour. Appearing like glowing ghostly shadows, they are surrounded by long gossamer robes that shimmer and writhe as if with a life of their own.

Disguised behind holo-fields they use their jetpacks powered mobility to approach enemy targets then, appearing as if from nowhere, unleash a sudden fusillade of precise and overwhelming fire.

Their prism rifles are antiquated weapons, artefacts lost to most of the remaining Eldar race. Using the same technology as the far larger prism cannon, each rifle is connected to a single sophisticated targeting matrix, known as the Ghostlight. Through it each rifle's energy pulse converges into a single beam of bright light that shrieks as it tears apart tanks and larger targets with ease. The aspect's armour also incorporates a large protective cowl through which sensor and target information is collated.

As ghost-like figures, the Shadow Spectres favour white and pale shades of grey and silver as their aspect colours, and on the battlefield their glimmering holo-suits disguisethis. As they glide through the air they appear as no more than a shimmering aura of pale light, only coalescing into their true forms when they fire their weapons.

To the wider Eldar race the Shadow Spectres are long forgotten, just another part of their culture lost to the cataclysm that destroyed their kin. Until the re-discovery of Mymeara, no Eldar craftworld had an active shrine of the Shadow Spectres and no Bonesingers knew the rituals to grow their aspect armour or weapons. On the largest craftworlds a few shrines remain, but they are now long abandoned places.

During the Betalis III incursion, the Shadow Spectres of the Mymeara Craftworld became a legend on the battlefield. The sight of them phasing in and out of sight sent those who survived their attacks mad with fear. The Eldar of Alaitoc and the Corsairs looked upon them though with hope, because if something from their distant past could return as they have, then maybe there are others of their lost kin still out in the galaxy for them to rediscover.

SHADOW SPECTRES ....35 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Shadow Spectre	4	4	3	3	1	5	1	9	4+
Exarch	5	5	3	3	1	6	2	9	3+

Composition:
- 3-6 Shadow Spectres

Unit Type:
- Jetpack Infantry

Wargear:
- Prism Rifle
- Jetpack
- Spectre Holo-fields (5+ Invulnerable save, increasing to 4+ against attacks from 12" away)

Special Rules:
- Deep Strike
- Relentless
- Acute Senses
- Ghostlight

Options:
- One model in the squad may be upgraded to an Exarch for .... +12 points.
- The Exarch may replace his Prism Rifle with:
  - Prism Blaster .... +10 points
  - Haywire Launcher .... +10 points.
- The Exarch may be given the following Exarch Warrior Powers:
  - Cynosure .... +15 points
  - Withdraw .... +15 points

Ghostlight: The Shadow Spectres squad can combine the fire of their prism weapons into a single, coherent blast of energy that can burn through the heaviest enemy armour. The squad may opt to combine its fire into a single Ghostlight attack, if this is done then all of the Shadow Spectres fire in this manner, and a single shot is made for the entire unit as follows:

- Draw a line of sight and measure the distance for this attack from any single model in the squad. Use the highest BS in the squad.
- *The range of the Ghostlight is 18"+6" per two firing models (rounding odd numbers down) in the squad.
- **The Strength of the Ghostlight attack is either 6+1 per two firing models in the squad if all are armed with Prism Rifles, or if the squad has an Exarch armed with a Prism Blaster 7+1 per two firing models in the squad (to a maximum of Strength of 10 in either case).

WEAPON	RANGE	STR	AP	TYPE
Prism Rifle (Focused)	18"	6	3	Heavy 1
Prism Rifle (Diffuse)	18"	4	5	Heavy 1, Blast
Prism Blaster	18"	7	2	Heavy 2
Ghostlight	*	**	2	Heavy 1, Blast

Jetpack: A model wearing a jetpack gains the following benefits:
In the Movement phase the model moves 6" when using the pack, but they are always allowed to move 6" in the Assault phase, even if they don't assault. When jetpackers move in the Assault phase and do not assault, they treat difficult terrain just as other jump infantry do in the Movement phase.

Models with jetpacks have the *Relentless* special rule.

Cynosure: The Exarch is adept at precision targeting using the Ghostlight. The squad may re-roll a failed rolled To Hit when using the Ghostlight.

Withdraw: Like ghosts vanishing into the ether, the Exarch can judge the best moment for his squad to withdraw and find a new firing position. The squad has the *Hit and Run* special rule.

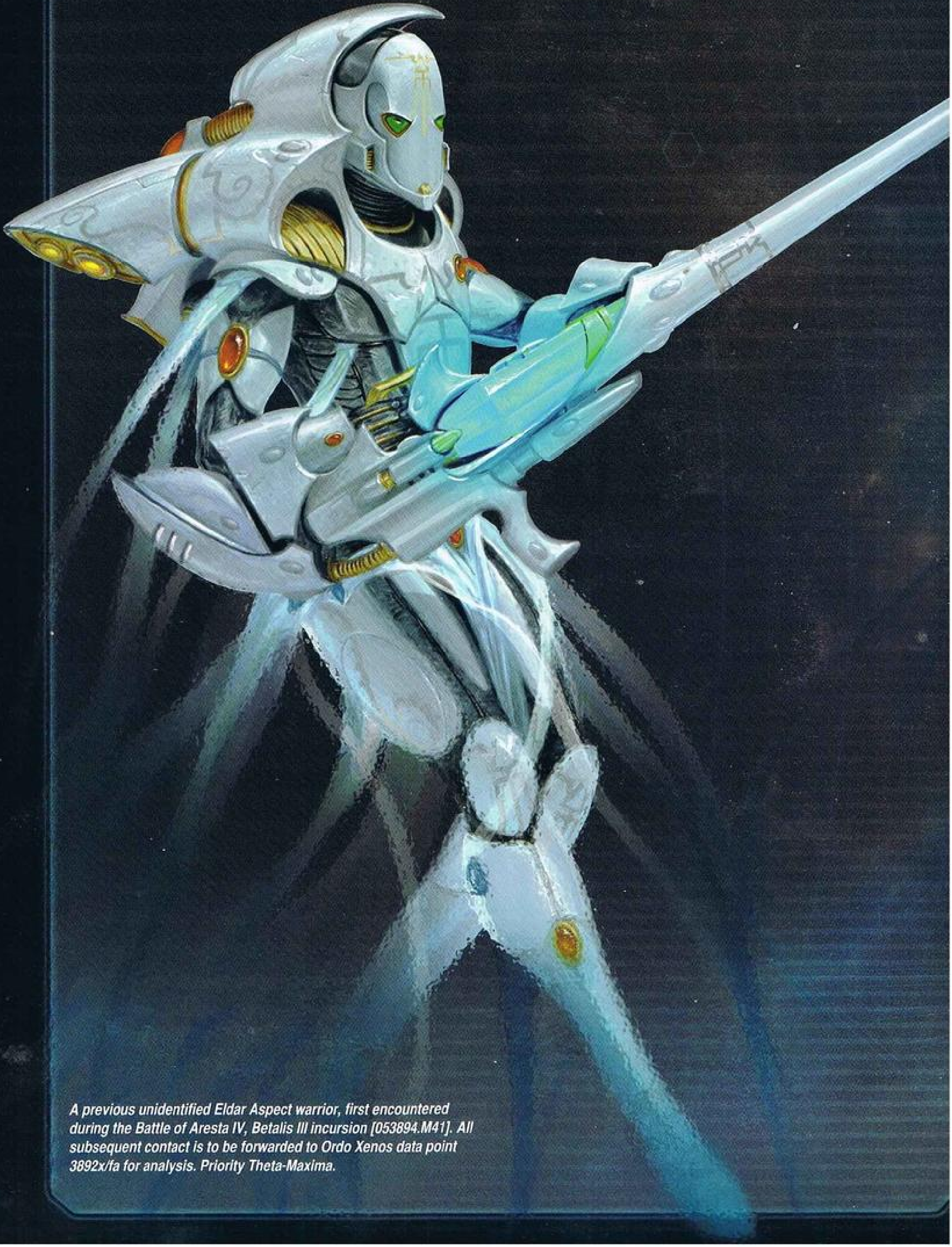
Haywire Launcher: The Haywire Launcher fires a haywire-armed warhead. This detonates with a small explosion that unleashes a powerful electro-magnetic pulse. This pulse overloads the electrical systems of vehicles and armoured suits, disabling them.

WEAPON	RANGE	STR	AP	TYPE
Haywire Launcher	36"	3	3	Heavy 1, Haywire

Against vehicles do not roll for armour penetration, instead roll on the Haywire table below.

D6	Result
1	No Effect
2-4	Glancing Hit
5-6	Penetrating Hit

Shadow Spectres may be chosen as Fast Attack choices in a *Codex Eldar* army.



A previous unidentified Eldar Aspect warrior, first encountered during the Battle of Aresta IV, Betalis III incursion [053894.M41]. All subsequent contact is to be forwarded to Ordo Xenos data point 3892x/fa for analysis. Priority Theta-Maxima.

SHADOW SPECTRES ASPECT WARRIOR

1. Aspect Armour

Each Eldar aspect is defined by its armour and equipment, which will be unique to each shrine and worn, unchanged, by many successive generations of aspect warriors.

The helmet is always a highly significant part of its armour. The donning of which is the last stage of armouring an aspect warrior, literally assuming the mask behind which the Eldar within will hide himself. Once the helmet is in place, then the individual's consciousness is subsumed into the gestalt warrior spirit of the aspect.

The armour incorporates the ubiquitous spirit stone in the breastplate. The other gems are thought to be for aesthetic decoration. As a race, the Eldar have a highly developed appreciation of beauty and this influences the design of their military equipment which, whilst highly effective, is never purely practical.

2. Apperceptive Hood

The suit incorporates a large armoured hood. The exact function of this remains unclear, although from initial reports it is assumed that it collects and disseminates sensor information. It may also contain thought-activated communications and the controls for the aspect warrior's holo-field and the targeting information relayed from the weapon.

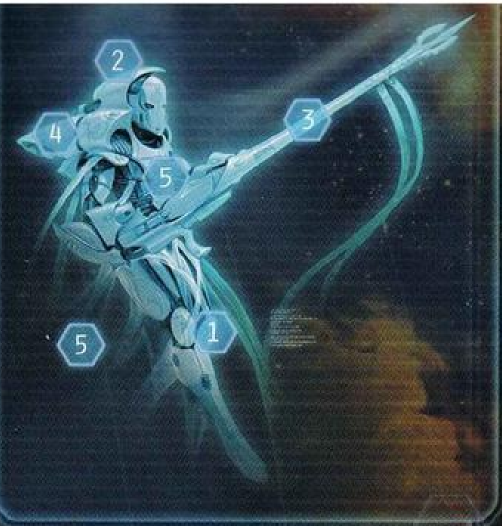
It has been theorised that the hood's sensory data also provides the aspect warrior with an enhanced proprioception. This is the warrior's self-awareness of its bodily position in relationship to itself. Information is fed via the helmet to the warrior's cerebellum, the brain area responsible for coordinating unconscious movements, thus allowing the aspect warrior to swiftly move and react without conscious effort. Such enhancement would allow for very rapid and intuitive control over the jetpack.

3. Prism Rifle

The aspect's ritual weapon is the prism rifle. Rarely encountered by the Imperium before the war on Betalis III, the weapon relies upon the same technology as that found in the far larger prism cannon (a vehicle mounted anti-tank weapon carried by the Fire Prism grav tank). Even amongst the sophisticated technology of the Eldar, prism weapons are a marvel of design.

It has a complex two-part firing mechanism. The first uses a medium-magnitude laser, which constitutes the bulk of the rear end of the weapon. The laser discharges into a large central crystal prism that stores, focuses and amplifies the energy in a mili-second. It is then discharged a second time along the barrel and through another focusing crystal, producing a super-attenuated beam of energy, capable of piercing most armour.

Where these super-conductive crystals originate from is unknown. It has been speculated that the Eldar Bonesingers nurture them specifically for use in prism weapons. Alternatively, it may be there is a secret location, hidden amongst the webway paths, from where the exotic crystals are harvested or traded.



The weapon also includes a complex multi-aspect prismatic lens targeter. Operating in tandem with the sensor hood, when using this device the fire of multiple prism rifles can be combined to form a single high-powered energy blast.

4. Jetpack

Integral to the aspect warrior's armour is his jetpack. Masters of anti-grav technology, the Eldar's personal flight pack incorporates sophisticated stabilization and self-correcting controls, allowing the Eldar within to adjust altitude and velocity with its subconscious thoughts via a mind-link. Such delicacy of control allows for speed, reactivity and manoeuvrability unknown to other races.

Operating almost silently, allowing the user to move with stealth and effect repeated surprise ambushes, the jetpack's top speed and maximum altitude are currently unknown.

5. Presentient Robes

Whilst seemingly purely decorative, the aspect's robes are actually part of its disruptive holo-field technology. Made of billowing, semi-transparent threads that seem to have a life of their own, the streamers constantly swirl around the warrior, but somehow avoid becoming snagged or impeding the warrior's actions in combat. Until encountered upon Betalis III, these presentient attributes were hither-to unknown and it is likely that even other Eldar craftworlds do not know the technologies behind the aspect shrine's strange garb.

6. Insignia

The aspect warrior bears the runic symbol of his shrine traced into the forehead of his helmet, a common practice within all shrines.

Other tracery includes a vine pattern. Mainly associated with the craftworld of Biel-tan, this example is probably a far older design that has, over time, been adopted by that craftworld. Originally the symbol was probably in wider use. It is believed that its symbolism relates to the twisting path of fate, including attributes such as destiny, fecundity and the journey of the immortal spirit through life and death.

IRILLYTH, SHADE OF TWILIGHT

LOST PHOENIX LORD OF THE SHADOW SPECTRES

Irillyth was once a disciple of Asurmen, first of the Eldar Phoenix Lords, and the founder of the Shrine of the Shadow Spectres on the Mymeara Craftworld. The legends of Irillyth are many but one amongst them is entwined with the fate of the lost Craftworld. It tells the time of when, during his training under Asurmen, Irillyth was gifted with a terrible vision. In it he saw the destruction of the Mymearan Craftworld at the hands of a race that was, even then, still in its infancy.

Still reeling from the near destruction of the Eldar race during the Fall, Irillyth vowed not to allow any more of his kin to be wiped out, and he set out to find the Craftworld and prepare it for the battles that lay ahead of them. Irillyth searched the many paths of the webway for decades for his lost brethren, also imparting his skills upon other Craftworlds as he travelled, but their location always remained elusive. During this time the legends of the Phoenix Lord tell also of the many great battles he fought against the creatures of Slaanesh that had infiltrated the great Eldar maze.

Whilst the Phoenix Lord was exploring one particular region of the webway he had never come across in his travels of it before, he was confronted by a Greater Daemon of Slaanesh who had broken through from the Warp and had set about opening up sealed portals for its brethren to flood in through.

As its daemonic followers seared away yet more of the protective Eldar runes from their bindings on the portals, Irillyth and the Greater Daemon clashed. How long the battle lasted is unknown as time flows strangely in places that are touched by the Warp, but eventually Irillyth proved to be the victor and cast the terrible creature and its minions back from where they had come. The legends then tell that, exhausted by his titanic battle, the Phoenix Lord fell into a long deep sleep, during which he was to be gifted with the knowledge of the Craftworld's location.

Once he awoke, Irillyth found the portal that led to the Mymearan Craftworld and set about training its warriors in his ways of war, namely stealth, swiftness and all-consuming firepower. Soon the day came, though, when he had to reveal his true purpose for being on the Craftworld. The Phoenix Lord spoke to its Council of Seers of his original vision and of the terrible fate that awaited them, but gave them hope of preventing it if he attacked their enemy now before it became unstoppable.

Bowing to his wisdom, the Council of Seers allowed the Phoenix Lord to take with him nearly half of the Craftworld's warriors, and it was with a heavy heart that Irillyth left that day using the very same portal he had arrived from, for since he had arrived on the Craftworld his vision had altered. With his help he knew now that the Craftworld would survive, but at the cost of his own life and all who came with him. What lay beyond that for the Craftworld he did not know, but he feared that to lose so many of their own would bring about its eventual demise regardless.

For years those left behind on the Craftworld waited for word of the Phoenix Lord's and their war host's victory, but none came. Many decades passed and the Mymearans had to accept that their brethren had undoubtedly been killed and that the Phoenix Lord had fallen. In truth Irillyth had succeeded in destroying the threat to the Craftworld, but had been struck down during the fierce fighting on the enemy race's home world, a place known in the Eldar legend as Belthalmae. There, the Phoenix Lord remained unrecovered. the cave where his body and war panoply lay was slowly covered beneath centuries of glacially-deposited rocks as the planet's ice age advanced.

But the Phoenix Lord was not dead. All Phoenix Lords are immortal, and like them Irillyth was no single warrior, but a collective of those that had become him, their souls held within the spirit stones that adorned his armour and wargear. So Irillyth remained trapped within the cave where he had fought his final battle, his spirit awaiting the day he would be rediscovered and the Shade of Twilight could be reborn. With his loss, Irillyth's disciples and shrines also began to wane on other Craftworlds as one by one their shrine's Exarchs died in battle. One by one the shrines were deserted, becoming dark, haunted places shunned by most Eldar – to them it was just another part of their culture lost in the downfall of their race. Eventually, the aspect became extinct or so it was thought.

The discovery of the location of Bethalmae, known to the Imperium as Betalis III, meant that Irillyth could finally be recovered. Whilst his war host and that of Alaitoc kept the Guardsmen of the Imperium at bay, Bel-Annath, the Farseer of Mymeara Craftworld, led a mission to re-animate the spirit host of the Phoenix Lord, and succeeded. The Eldars' reward at the Battle of the Dawning Twilight, as the Betalis III incursion is known to them, was Irillyth, the Phoenix Lord of the Shadow Spectres reborn.

IRILLYTH ....225 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Irillyth	7	7	4	4	3	7	4	10	2+

Composition:
- 1 (unique)

Aspect:
- Shadow Spectres

Unit Type:
- Jetpack Infantry

Wargear:
- Spear of Starlight
- Jetpack
- Spectre Holo-fields (5+ Invulnerable save, increasing to 4+ against attacks from 12" away)

Special Rules:
- Independent Character
- Fleet of Foot, Fearless
- Eternal Warrior
- Disciples (Shadow Spectres)
- Cynosure
- Withdraw
- Acute Senses
- Relentless
- Ghostlight

The Spear of Starlight: This is a unique, beautifully constructed Prism Blaster with an in-built power glaive (this counts as power weapon). It can be fired as part of the Ghostlight.

WEAPON	RANGE	STR	AP	TYPE
Spear of Starlight	24"	7	2	Heavy 3

Jetpack: A model wearing a jetpack gains the following benefits:
In the Movement phase the model moves 6" when using the pack, but they are always allowed to move 6" in the Assault phase, even if they don't assault. When jet packers move in the Assault phase and do not assault, they treat difficult terrain just as other jump infantry do in the Movement phase.,

Models with jetpacks have the *Relentless* special rule.

Holosuit: Irillyth's armour includes a holofield generator which fragments his image, confusing enemy targeters and disguising his precise location behind an aura of ethereal light. He has a 5+ invulnerable save, increasing to 4+ against attacks from 12" away.

Relentless: Irillyth can advance whilst firing his weapon at full capacity. He can shoot with his heavy weapon counting as stationary, even if he moved. He may also assault in the same turn as he fired.
Note, as an Independent Character Irillyth must abide by the assaulting limitations of any unit he has joined, if the unit itself is not relentless.

Exarch Powers:
Cynosure: Irillyth is adept at precision targeting using the Ghostlight. A Shadow Spectres squad he is leading may re-roll a failed rolled To Hit when using the Ghostlight.

Withdraw: Irillyth watches the tide of battle closely for the best moment to withdraw from a fight, ready to attack again when the fates are more in his favour. He and his unit have the *Hit and Run* special rule.

HQ: Phoenix Lord Irillyth is a HQ choice for a *Codex Eldar* army.

BEL-ANNATH

FARSEER OF THE MYMEARA CRAFTWORLD

When Irillyth, the Phoenix Lord of the Shadow Spectres, met with Mymeara's Council of Seers to prevent the fate of their Craftworld, Bel-Annath was one amongst them. Although already centuries old, he was still the youngest of the Farseers there, having only taken to the Path of the Seer decades previously. Prior to taking his first steps along this the most dangerous path the Craftworld Eldar can take, he had fought for his people in many guises.

To prevent the mistakes of the Eldar race's past from happening again, those of the Craftworld place strict controls over their lives. In order to temper their inner demons they choose to follow a discipline until they have completely mastered it. The intention is that it focuses the Eldar's mind so that he is not distracted by the many temptations the galaxy holds, restricting him to just one aspect of life and taming his natural inclinations to experience all to the extreme. Once the discipline, or 'path' as it is known, has been mastered, then the Eldar will move on to another.

Bel-Annath, like many of his kind, followed the Path of the Warrior and its many aspects for most of the first half of his life. He did not spend all of this part of his life on this path though, stepping first on to the Path of the Outcast, although as with others who have chosen this path, it is not well known amongst his kin for fear that more of his brethren might choose to follow suit.

Born long after the Fall, Bel-Annath lived amongst Eldar that the disciplining nature of the Eldar paths had not yet fully tamed. Indeed there were many upon the Mymeara Craftworld who still struggled to control the extremes of their soul at that time. Although their guardians shielded them as best they could, Mymeara's young could not help but be influenced by these troubled creatures.

Eventually all who could not master their impulses were banished by Mymeara's Council of Seers or chose a life of exile themselves, the first of the Craftworld to leave it for the Path of the Outcast. The damage, though, was already done. Learning from them that there was so much more in the galaxy, the young Bel-Annath could not yet resolve himself to a life of self-imposed discipline. Instead he choose exile.

The portals the Mymearans still kept open to the webway at that time enabled him to leave the life he had known since birth. How long it took for Bel-Annath to master his restlessness and what he did during that time is unknown, nor have any spoke of it with him. When he did return, the young Eldar was no longer bound by his desire to explore the galaxy. That he had seen conflict whilst an outcast could not be denied, and perhaps was one of the reasons for his return, to master that part of his psyche through taking the Path of the Warrior.

Although it kept to the less populated areas of space on its voyage, the Craftworld could not completely avoid the attentions of other races. Bel-Annath was to test his control over his warrior-nature on many occasions, although those who kept a close eye upon the reformed outcast noted that his skills in battle were already well honed compared to that of his Craftworld-bound kin.

Against the empire of the Tagean Knights as they are known in the ballads sung of Bel-Annath's life, he was part of the war host sent to destroy a portal that linked directly with one on his Craftworld. The portal was located in the catacombs below the planet's city where followers of Slaanesh were attempting to activate it. The city was a heavily fortified stronghold, but no match for the Eldar, and the squad Bel-Annath was in launched itself upon the gun emplacements surrounding the city, its Exarch blazing the way forward for them as the desire to wage war overcame him. Using their fusion guns, the squad mercilessly immolated those within the emplacements. When the enemy weapons fire was too intense for even Bel-Annath's squad, other Fire Dragons would move in and obliterate the target with fire pikes and melta bombs, paving the way for the remaining war host to hunt through the catacombs and destroy the portal.

The years in which he gained mastery of the Fire Dragon aspect moderated Bel-Annath's fury for battle. His soul calmed, he then moved on through the other aspects, Mastering each facet of the Path of the Warrior, before moving on to a new path.

The renegade forge world of Feras IV was where Bel-Annath would first lead Mymeara's war host to war as its Autach, completing his journey along the Path of Command. His mind honed by years defending his Craftworld, the warrior-leader finally cast off the dark shadow that had haunted him since he had first left as an outcast. Directing all aspects of the Mymeara war host, Bel-Annath led them into the depths of the forge world's massive orbiting dock yards, where they fought against weapons-automatons bristling with guns, and hideous mutated creatures, part human but mostly machine, that had once been its tech-priests, but who had since been reshaped by the whims of the Chaos gods. Destroying the renegades' fleet before it could be launched against the approaching Craftworld, Bel-Annath once more prevented the destruction of his people.

Since that and many other battles, Bel-Annath has followed the Path of the Seer. This not only saw him take part in the Council session addressed by the Phoenix Lord, but also the resurrection of Irillyth in the caves below Betalis III. The Farseer's years of leadership have brought hope to his people that perhaps they may survive whatever lays ahead for them.

FARSEER BEL-ANNATH .... 175 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Bel-Annath	6	5	3	3	3	5	2	10	-

Unit Composition:
- 1 (Unique)

Unit Type:
- Infantry (Character)

Special Rules:
- Independent Character
- Fleet
- Psychic Powers
- The Doom of Mymeara

Wargear:
- Ghosthelm
- Shuriken Pistol
- Rune Armour (4+ invulnerable save)
- Runes of Witnessing
- Spirit Stones
- The Sundered Spear

Psychic Powers:
- Eldritch Storm
- Fortune
- Mind War

The Sundered Spear: An ancient relic of the Mymeara Craftworld, this wraithbone spear has seen countless battles, and seethes with barely contained psychic energy. It counts as a Witchblade and all the usual rules for such a weapon apply to it. In addition, once per game it can unleash a torrent of destructive energy. This is used as a weapon in the Shooting phase and has the following profile:

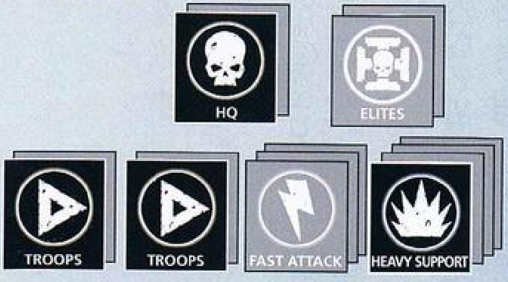
	RANGE	STR	AP	TYPE
Power Blast	Template	5	2	Assault (1)

The Doom of Mymeara: Farseer Bel-Annath is amongst the most warlike of his kind, a Farseer who has embraced the Path of Khaine. For Bel-Annath refuses to allow Craftworld Mymeara to slip into oblivion and will do all he can to save its people.

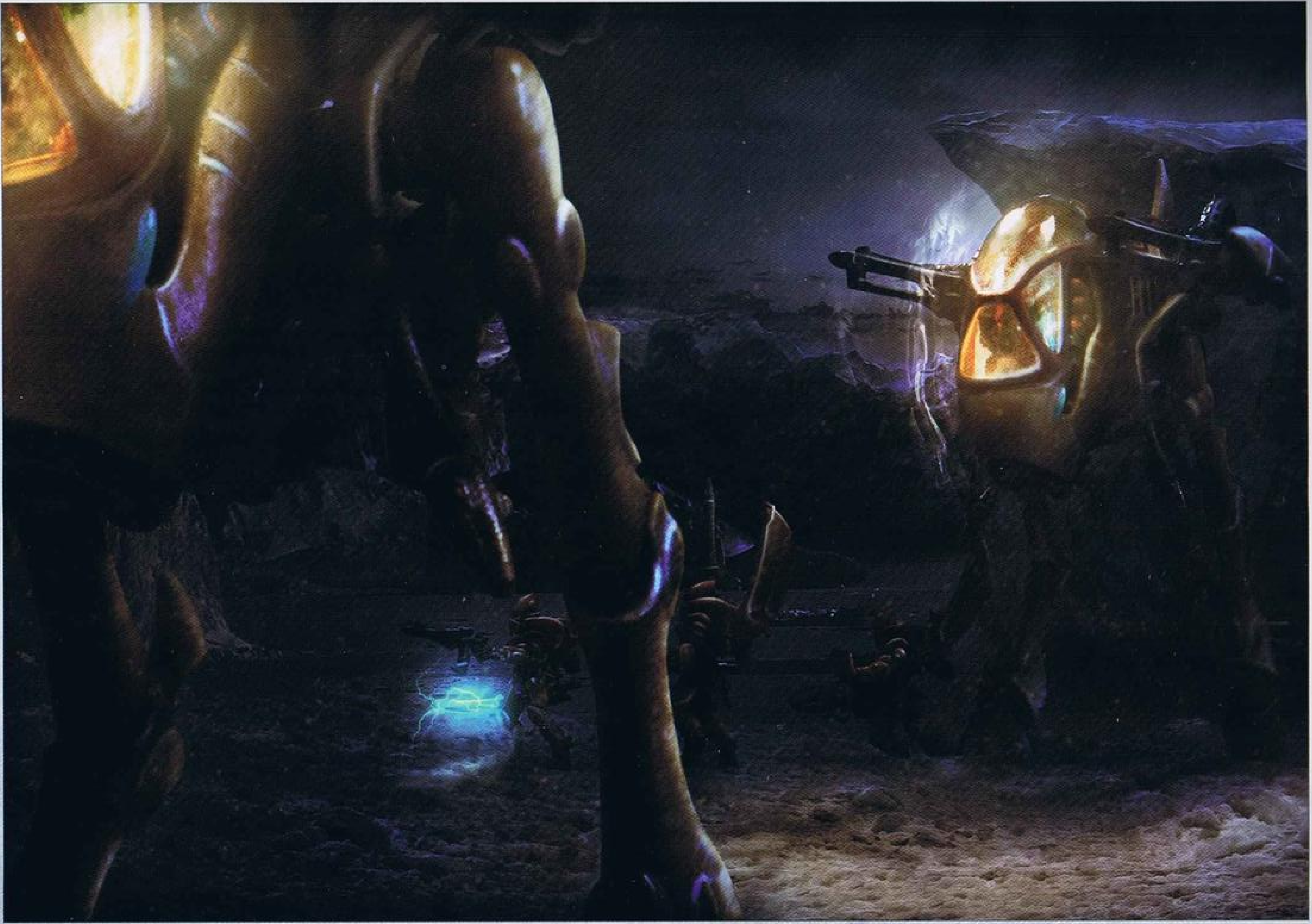
Farseer Bel-Annath is Stubborn and confers this special rule to any Eldar Infantry unit within 12".

If Farseer Bel-Annath is part of the army, no other Farseers may be included, including named special characters.

Alternate Army Selection: If Farseer Bel-Annath leads your army you may either use the standard Force Organisation chart for the battle mission or the Force Organisation chart shown below instead, although in a spirit of sportsmanship you should obviously let your opponent know this in advance! (Note that some missions in game expansions will have very specific Force Organization charts of their own; in this case, use the Force Organisation chart provided for the game expansion, rather than the one presented here).



ELDAR CORSAIRS



Pict capture - Eldar Corsair raid unknown affiliation. Outpost destroyed

ELDAR CORSAIRS

An Eldar Corsair is more akin to the Eldar before the Fall than those who now live upon the Craftworlds. Not for them are the highly disciplined paths trod by their Craftworld kin, although many may turn to them once their need to explore the galaxy and all that it has to offer has been satiated. That is though if they have not completely turned in their lot with their dark kin who dwell in the depths of Commorragh.

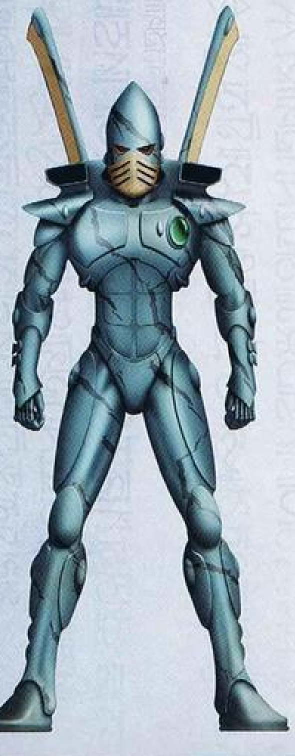
Since its rediscovery by the rangers of Alaitoc, the location of the Mymeara Craftworld deep in the heart of what is known to the Imperium as the Karina Nebula, has attracted numerous Corsair bands. Whilst they are very young most Eldar will have heard the song of the Lost Children of the Eldar. In essence it is a prophecy and one which is believed to set out the fate of the Mymearan Craftworld. In fleeing from the predations of the Chaos god Slaanesh, the Eldar in the legend are said to have been cursed by She Who Thirsts, who promised a slow, tortuous death for all who escaped its clutches during the Fall.

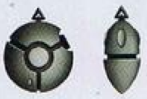
Like the Eldar world in the prophecy, the Mymeara Craftworld stands alone at the centre of the vast region encompassed by the Karina Nebula, and its hunt for its lost brethren and Phoenix Lord has struck a chord with the Corsairs, who were drawn by the suffering it has undergone. Many are already aligned with Alaitoc and are therefore aware of its existence already. Others have journeyed from light years around, drawn by the mystery and legends that surround their lost kin. Little time was therefore required to launch an assault on the worlds of the Betalis system when it was discovered that the remains of Phoenix Lord Irillyth lay upon the third planet, and as the war hosts of Mymeara and Alaitoc were mustering their forces, the Corsair bands had already set forth.

Although not as heavily defended as most Imperial worlds, Betalis III still had a strong planetary defence force that had been joined by the remnants of the Cadian 6th Armoured regiment. The raids to destroy the ice world's global surveillance network suited the hit and run tactics of the Eldar Corsairs. Using the many cargo transports that flew to the planet, they evaded the Imperial Navy fleet in the system and easily slipped past its orbital defences. Once on the planet the Corsairs launched hit and run attacks on its isolated outposts, achieving their original objective and then remained to take part in all three major land battles.

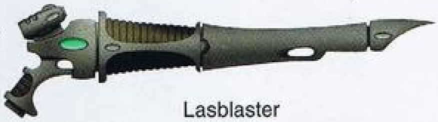
True to their darker nature, not all of the Eldar Corsairs stayed on Betalis III's eastern continent during the war. With the rest of the ice world's population poorly defended, it was no surprise to those of the Imperium who'd had dealings with the Corsair bands before that once the Eldar war hosts had retreated from Betalis III, entire communities that had lived out in its icy wildernesses had simply vanished.

SKY RAIDERS

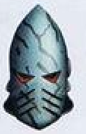




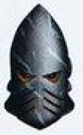
Plasma Grenade



Lasblaster



Corsair

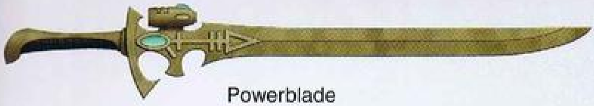


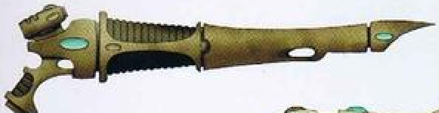
Felarch

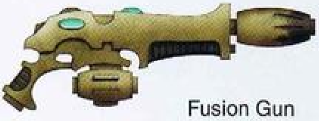
The end of the Betalis III incursion saw the full scale retreat of the war hosts of Alaitoc and Mymeara. Harried by the thousands of Imperial reinforcements that had recently landed on the planet, they suffered significant casualties, but these were nowhere near the numbers lost by the Eldar Corsair bands in the battle fought near the Karina Nebula immediately afterwards.

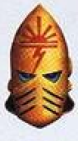
One of many Corsair bands allied with the two main Eldar factions, the Sky Raiders became notorious for the viciousness of their attacks, and later analysis of the remains of their victims was commonly mistaken by less experienced adepts for attacks more akin to those made by Dark Eldar hunting cadres. Due to the ferocious reputation they gained in the war, during the Battle of the Karina Nebula, boarding assaults upon ships belonging to the Sky Raiders were spearheaded by Bran Redmaw's Great Company. This resulted in very few of the Corsairs onboard surviving and those ships which did escape were all reported to have been heavily damaged.

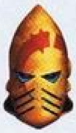
SUNBLITZ BROTHERHOOD

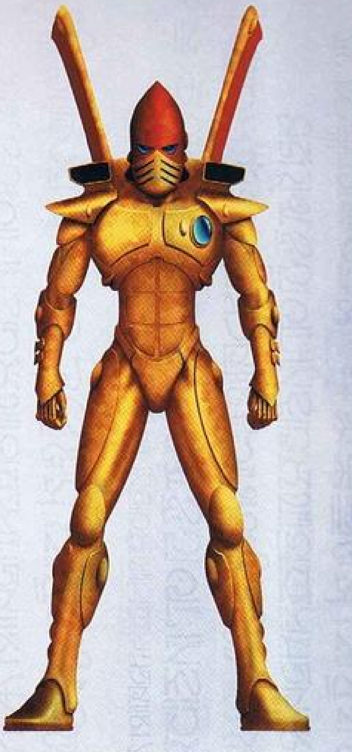

Powerblade


Lasblaster


Fusion Gun

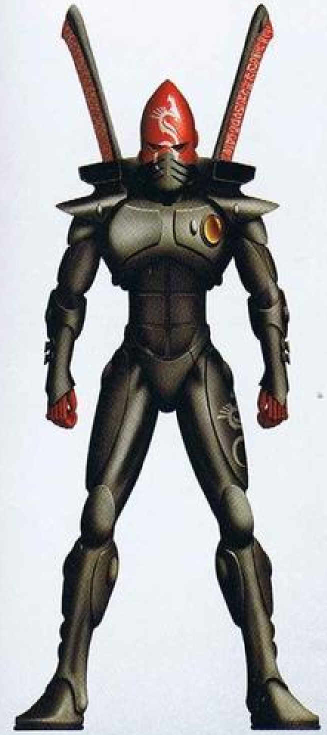

Corsair

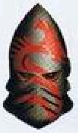

Felarch

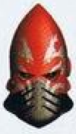


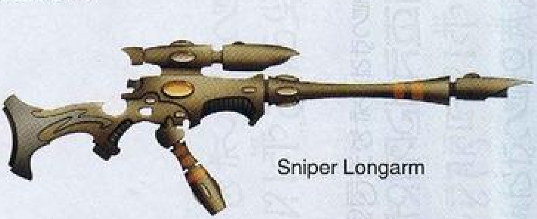
Believed by the Ordo Xenos to be aligned with Craftworld Alaitoc, during the battle for the Betalis system, the pilots of the Sunblitz Brotherhood's fleet were ultimately responsible for the destruction of the *Watchful Saviour*, Betalis III's orbiting defence platform. Later, the Sunblitz Brotherhood temporarily allied with ships of the Void Dragon Corsair cadre to patrol the inner regions of the Betalis system. Wreckage recovered from the system after the war indicates that this alliance was tenuous at best, as it appears more than one Sunblitz craft was damaged by Void Dragon weaponry during that time.

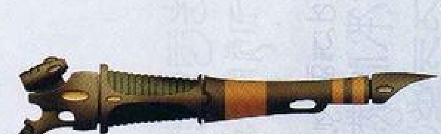
VOID DRAGONS



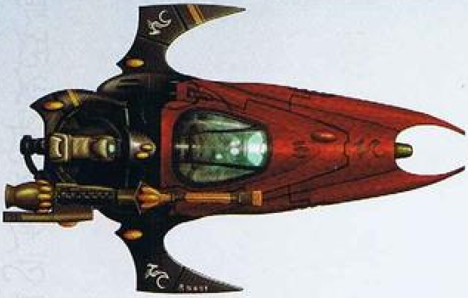

Corsair


Felarch

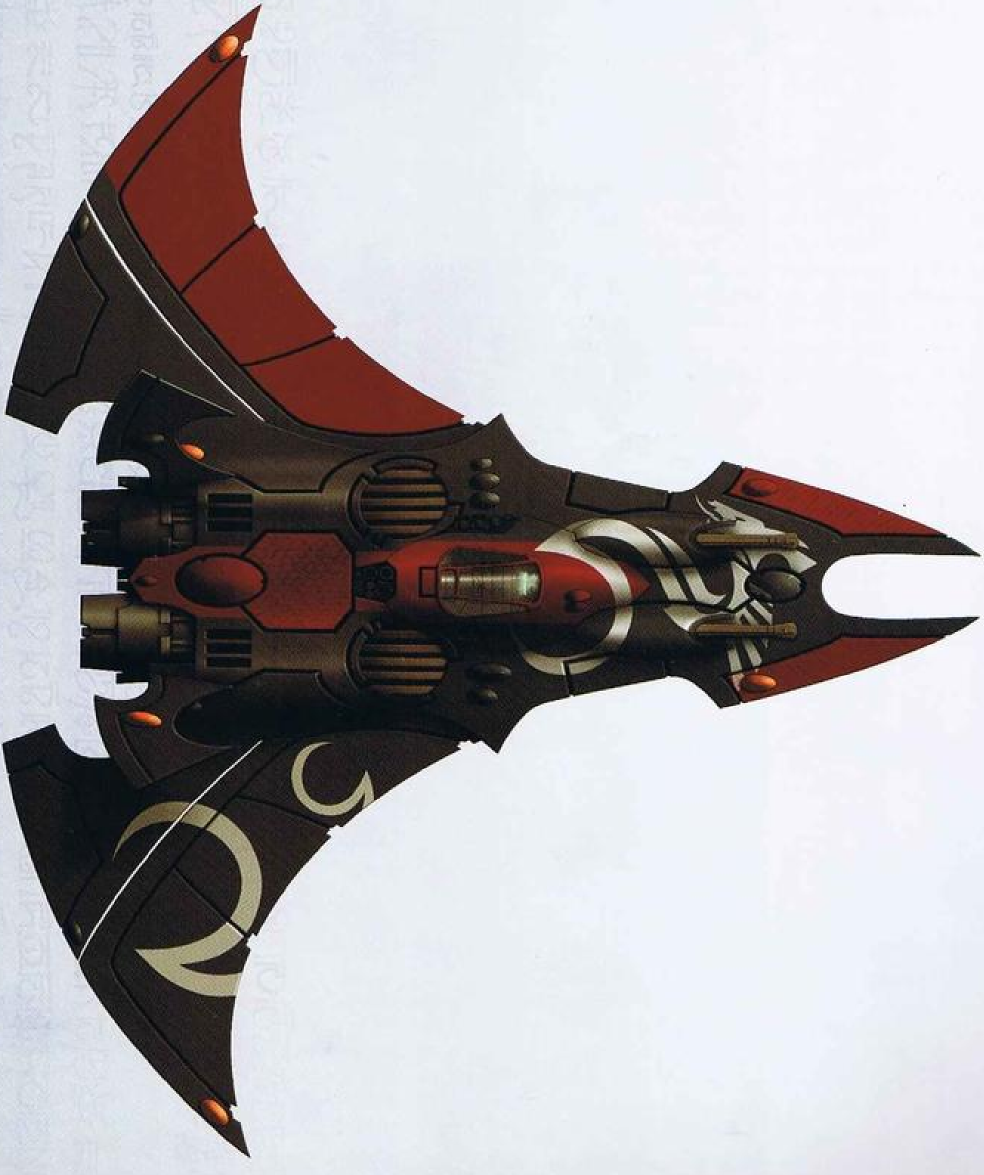

Sniper Longarm


Lasblaster

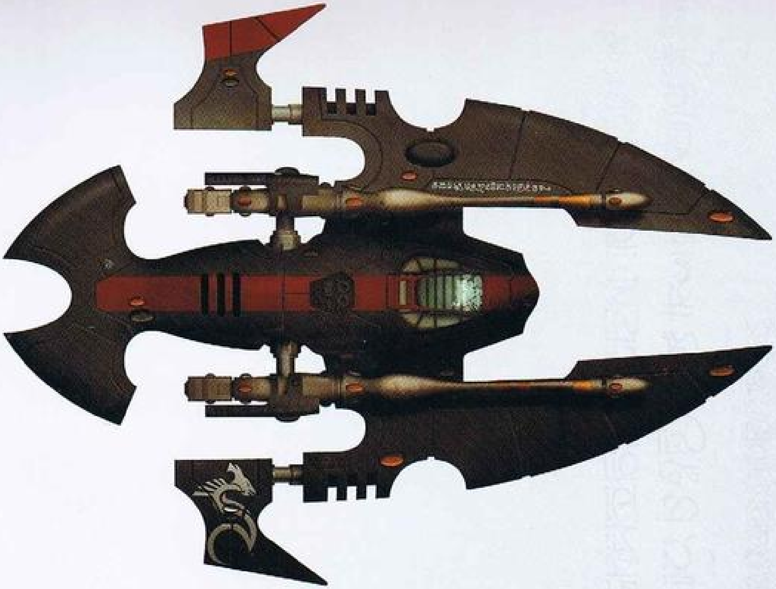
Perhaps the most infamous and dangerous Eldar Corsair band during the war was the Void Dragons. Operating across the galaxy, the Imperial Navy estimate they command a fleet in excess of 3,500 ships, and have been encountered in places as far apart as the Cadian Gate, the distant Tau Empire and the Halo Stars. Currently under the leadership of the haughty Princess Saaraina, the Void Dragons' attacks hold no predicable pattern, and range from ambushes against Chaos raiders near the Eye of Terror, to the mass enslavement of the penal colony of Vorenz-VI, to fighting against Orks of the empire of Charadon.



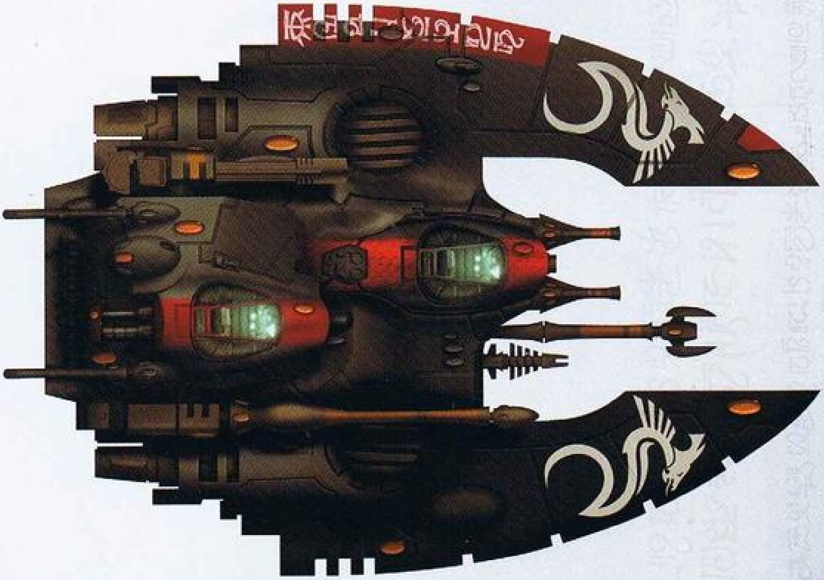
Eldar Vyper Jetbike. Here seen in the livery of the 'Void Dragons' Eldar Corsair band. The Vyper is a light, swift weapons carrier favoured in hit and run raids.



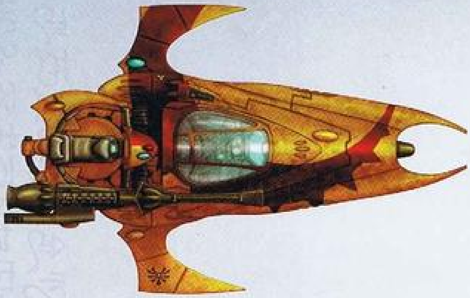
Eldar Nightwing Fighter. 'Void Dragons' Corsair band. The Nightwing is a versatile strike fighter and interceptor, heavily used in the initial Eldar raids in the Betalis system.



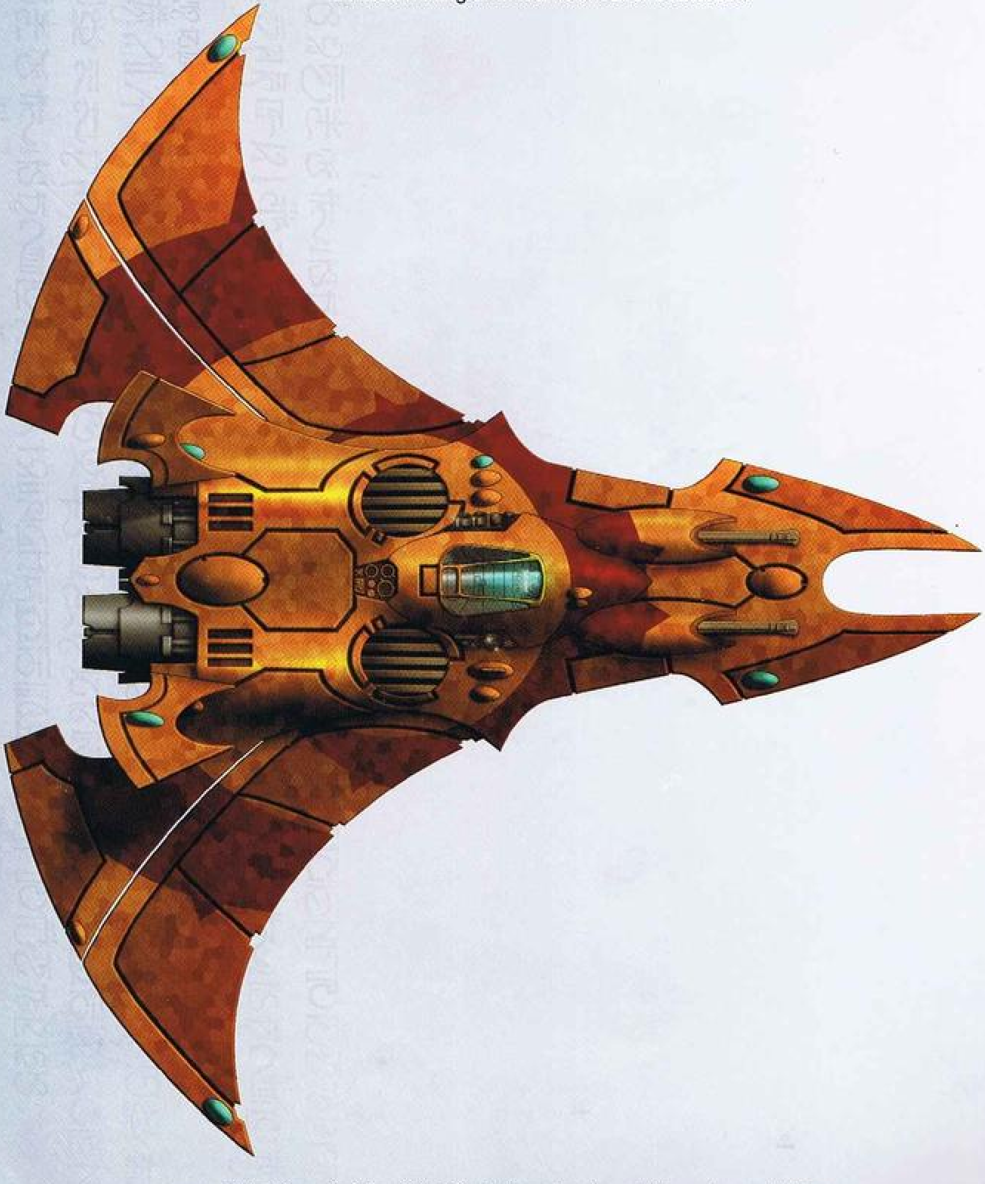
Eldar Hornet Attack Skimmer. Skimmers of this type are amongst the fastest and heavily armed for their size known, and highly prized by the Eldar Corsair bands. Hornets saw extensive use in the Betalis campaign and were used very successfully to harry the Imperial armoured columns and destroy isolated outposts.



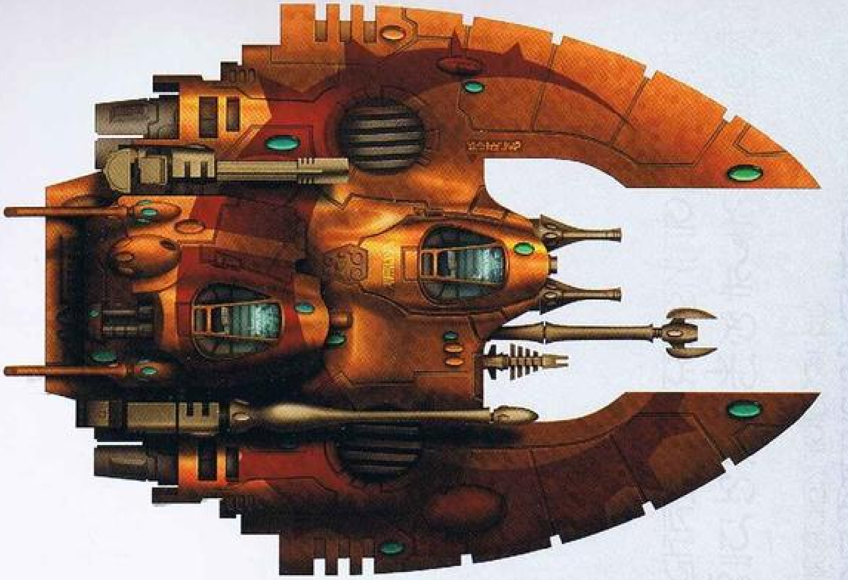
Eldar Falcon Grav Trank. In addition to the smaller, lighter Eldar craft, the more powerful Corsair bands, such as the Void Dragons, have access to many of the war machines of the Craftworlds, including the Falcon.



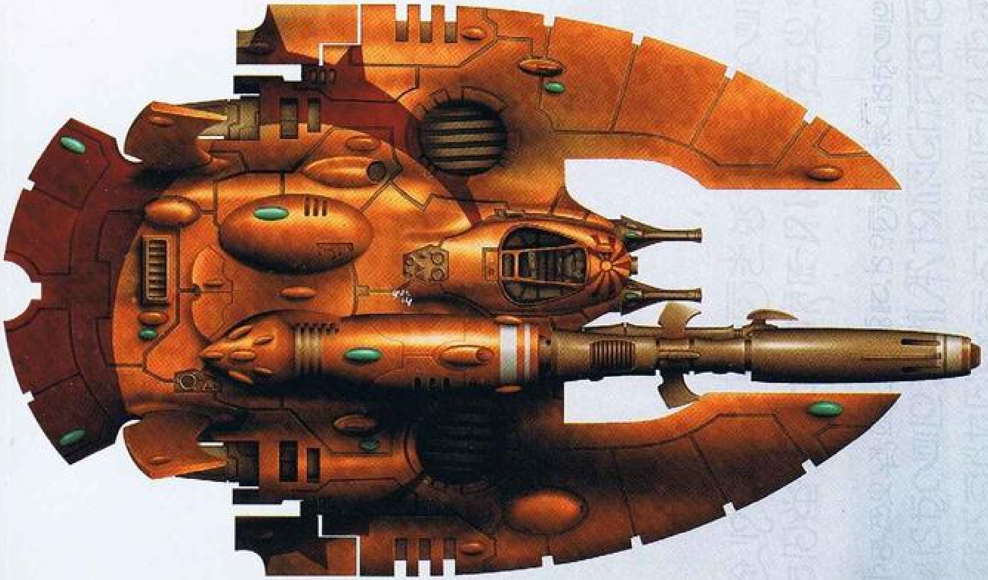
Eldar Vyper Jetbike. The 'Sun Blitz' Corsairs are renowned for their contempt of 'lesser' races and their use of shock attack tactics. In the opening stages of the Betalis campaign, Vyper and Hornet squads of this Corsair band systematically destroyed isolated mining and communications facilities.



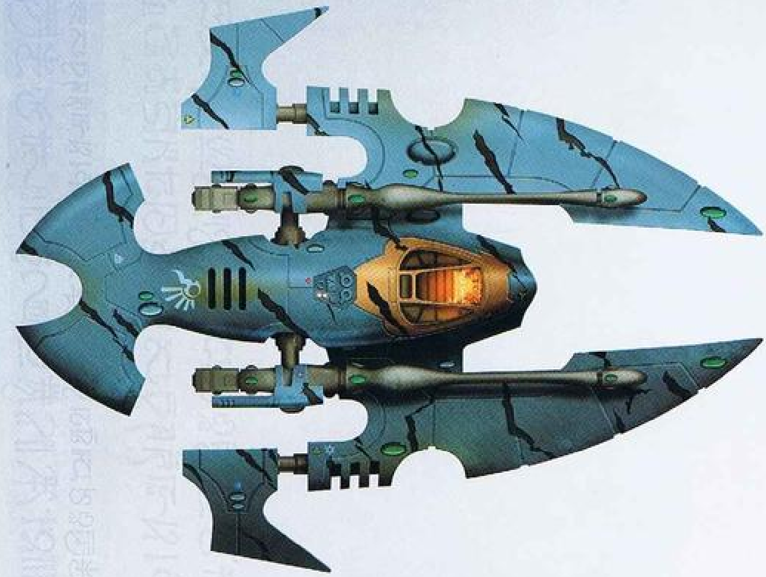
Eldar Corsair 'Sun Blitz' Nightwing. Destroyed three Arvus Lighters transporting officers of Battle Group Odon from Port Ryira to deployment on Alacian Plains.



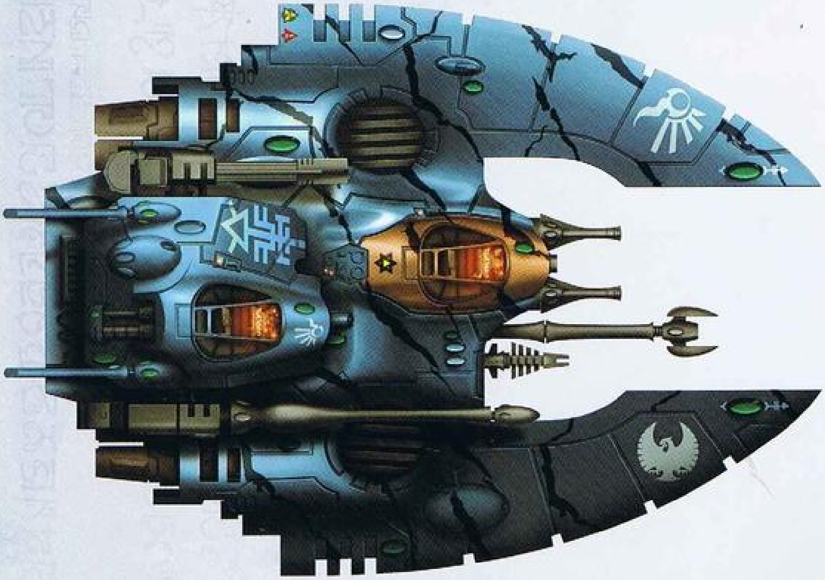
Eldar Falcon Grav Tank. This vehicle carries the panoply of the Eldar Corsair band 'Sun Blitz' – an imprecise translation of an Eldar term without an exact Terran equivalent.



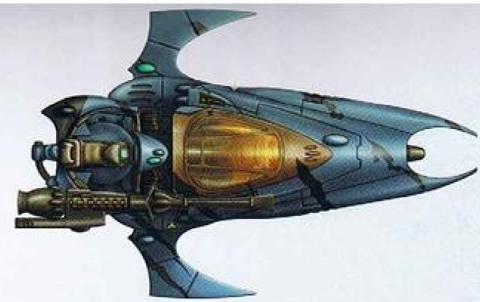
Eldar Warp Hunter Grav tank. This relatively rare Falcon variant is armed with a warp-distortion weapon and is favoured by many Corsair bands, despite its erratic performance.



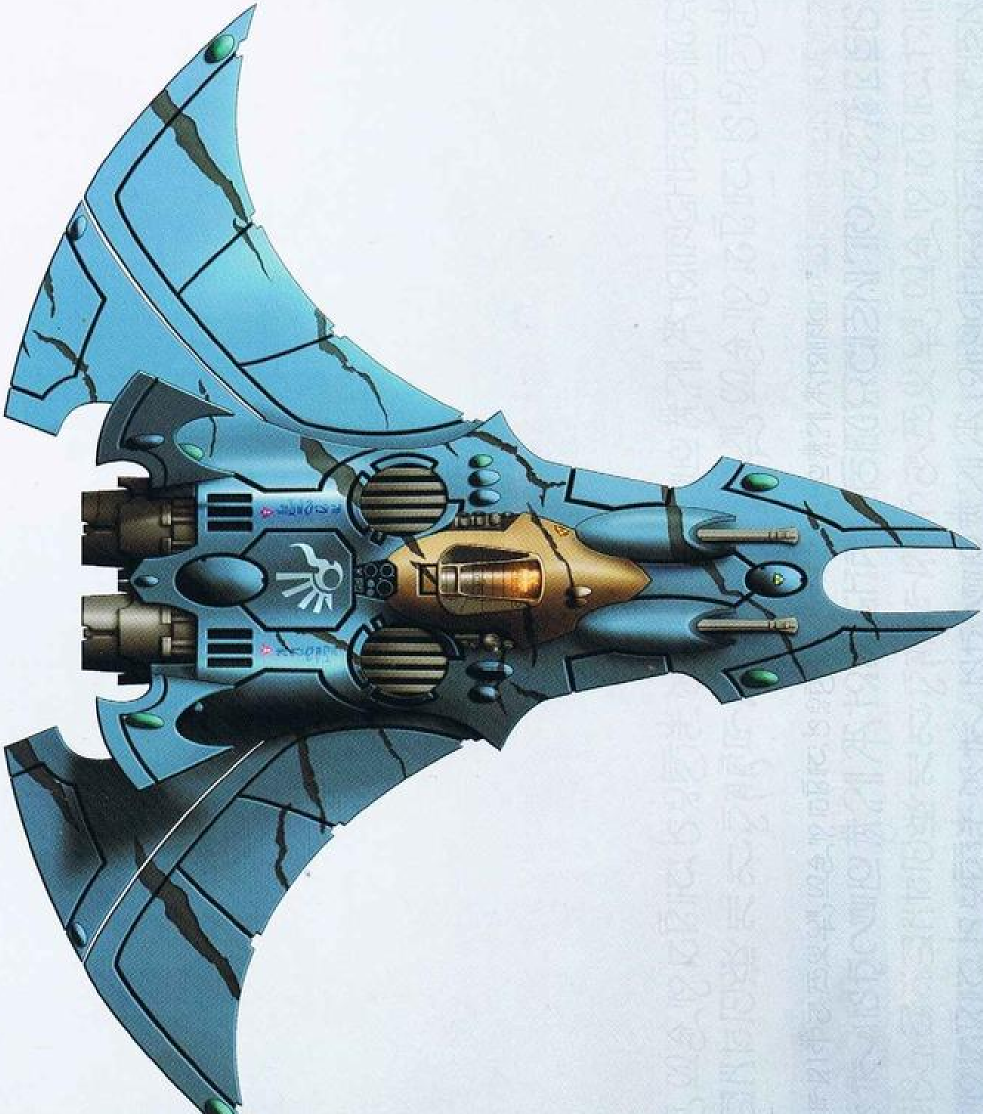
Eldar Hornet Attack Skimmer. 'Sky Raiders' Corsair band. Here armed with two pulse-lasers for anti-tank operations.



Eldar Corsair 'Sky Raiders' Falcon Grav-tank. The Phoenix emblem is a common icon used on such craft.



Eldar Vyper Jetbike. Here seen in the livery of the 'Sky Raider' Eldar Corsair band, armed with a Shuriken Cannon. The Sky Raiders suffered severe damage to their forces during the Battle for the Alacian Plains and were driven from the battlefield.



Eldar Nightwing Fighter. This example was shot down during the Battle at Alnitac to Hydra battery fire.

Modus Operandi

The Corsairs tend to be more active than the Eldar of the Craftworlds, who naturally look first to their own defence. Corsair bands are more aggressive, always seeking opportunities to raid. To what end - the Imperium can only guess. Some Corsair bands seem to be very closely allied with a craftworld, such as the Eldritch Raiders with Iyanden or Xian's Black Raiders with Ulthwé, but others seem to have complete autonomy, attacking wherever and whatever they can.

All Eldar Corsair bands are nomadic, they might menace a sector for a short time, making several raids before moving on. Few have any easily identifiable geographical area of operation which might allow their enemies to find and destroy them. For them it is better to remain mobile, so they are difficult to find and hard to effectively counter.

Although the Corsair band will have many fast ships, they can also have their own secret bases, well hidden deep in a nebula or asteroid field. A Corsair band's havens take many forms; some are ancient and forgotten Eldar stations, left over remnants of bases from before the Fall. Others are temporary, hidden in long abandoned asteroid mines or deep in wilderness space. The largest bands will have many bases and hideouts scattered across the galaxy.

Corsair bands can also have bases of operation around the Exodite worlds. Many have long standing alliances with the Exodite houses, providing these isolated worlds with a degree of orbital protection in return for a safe haven and occasionally military aid.

A typical Corsair attack will be a rapidly moving low orbital raid, deploying fast from Vampire Raiders, striking with aggression and speed and then quickly withdrawing. The Corsairs are not well-equipped for extended battles or campaigns, and would find a pitched battle against a well-armed foe difficult, although a Corsair Prince will often have the heavier support of Nightwings or Phoenix bomber aircraft to call upon, but a Corsair band will generally avoid fighting at a disadvantage if they have to. Corsairs also commonly use boarding actions against poorly defended freighters and transports. At close quarters their lack of heavy weapons and specialised grav-tanks is not a hindrance.

Corsair Princes are not above hiring themselves out as mercenaries to the highest bidder. During lean times, a band might find temporary employment with a rebel planetary governor, mutinous Imperial Guard commander or other renegades from the Imperium's justice. For their employer, this is a desperate measure, because those Imperial servants that seek their aid can expect no mercy from the Emperor's Inquisition.

On occasion Eldar craftworlds and Corsair bands have gone to war against each other. The Imperium is unclear as to why, but it is possible that some Corsair bands have strayed too far down the dark path, and the Eldar have been forced to move against them rather than allow them to fall en-masse into the clutches of the Archons of Commorragh. There may also be long standing rivalries and old scores to be settled between different Eldar factions, but such conflicts are rarely understood by the Imperium's authorities.

Eldar Corsair Models

Many of the troops in the Corsair army list are already available from the main Warhammer 40,000 model range, for example, Rangers, Harlequins, Jetbikes, Vypers and Falcons, etc.

Where main range models are not available, Forge World has endeavoured to produce the required models, so for Corsair War Walkers, the Hornet, Nightwing, Phoenix Bomber and Warp Hunter look no further than the Forge World range.

There are a few exceptions here. The Corsair Princes and Noble retinue are in effect extra fancy Corsairs with more equipment. These can be created by using Corsairs and adding to them from the plastic Eldar sprue. An Autarch model might also make the basis of a fine Corsair Prince.

Using a Force Organisation Chart

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes.

Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section. Note that unless a model or vehicle forms part of a squad or squadron, it counts as a single choice from those available to the army.

Using the Army Lists

In order to use this army list you will need a copy of *Codex Eldar.* To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all of your points.

Some units are restricted in number, such as 0-1 or 0-2. This is the maximum number of that type of unit an army may include, regardless of points costs. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

CORSAIR WARGEAR

Balelight: Fashioned in the shape of elegant, multi-chambered handguns or ornate vambraces, Balelights are laser weapons which aptly demonstrate the Eldar mastery of form and function. Carrying sufficient energy within their crystalline matrixes for a single burst of fire, Balelights release a storm of laser energy pulses in a coruscating fan, allowing one Eldar to slay or blind many foes in a sudden blaze of polychromatic light.

A Balelight is a one-use weapon with the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Balelight	6"	3	6	Assault 4, Rending, Pinning

Haywire Grenades: Haywire grenades explode with a powerful electromagnetic pulse that shorts out wiring and disrupts a target vehicle's energy systems. A model attacking with these grenades may only make a single attack. If the attack hits, roll a D6 to determine the effect:

D6	Result
1	No Effect
2-5	Glancing Hit
6	Penetrating Hit

Corsair Jet Pack: Unlike the crude rockets and solid fuel boosters favoured by more primitive races, the Eldar utilis sophisticated gravitic vanes and miniaturised pulse impellers to enable them to manoeuvre with graceful ease in the null-gravity environments of space. Corsairs often use these compact devices when carrying out surface raids and boarding assaults, relying on consummate skill to instinctively operate them without conscious thought. These systems do not provide the same ability to cover large distances, as say, the wings of the Swooping Hawk Aspect Warriors, but do allow them to traverse terrain and rapidly redeploy in combat, confusing and outmanoeuvrin the enemy.

An infantry model equipped with a Corsair Jet Pack changes its Unit Type to Jet Pack Infantry and can deploy using the *Deep Strike* rule.

Gyrinx: These are furry feline creatures, often brightly coloured, with piercing eyes. Where they come from and whether they are intelligent or not is a mystery to all, but they seem to be attracted to a few Eldar as companions and pets (especially Eldar psykers).

A Gyrinx confers a character with a single re-roll that can be used at any time during the game, on any single D6 ro (ie, to hit, to wound, an armour save, etc). It cannot be used if the player's opponent is making the dice roll (ie, Armour save, etc).

Harlequin's Kiss: This weapon is unique to the strange and enigmatic Eldar Harlequin Troupes. Worn on the forearm, it is a shaped tube that is punched into the enemy before firing a monofilament wire into its unfortunate victim. The rapidly uncoiling wire reduces the victim's insides to gory pulp in an instant.

A Harlequin's Kiss is a close combat weapon. Close combat attacks made by a model armed with a Harlequin's Kiss have the *Rending* special rule

Eldar Jetbike: Sleek, one-man craft propelled by powerful gravitic motors, the jetbikes of the Eldar are so fast and sensitive that only an Eldar's inhuman reactions can control it.

They confer +1 to the rider's Toughness and a 3+ Armour save. See the *Warhammer 40,000 rulebook* for the rules on Jetbike movement.

Lasblaster: The lasblaster has the following profile:

WEAPON	RANGE	STR	AP	SPECIAL
Lasblaster	24"	3	5	Assault 2

Neural Shredder: A rare alien device of unknown origin, the Neural Shredder has a Strength of 8, but always attacks against the target's Leadership, not its Toughness. The To Wound chart is used as normal.

Against vehicles, the Neural Shredder causes an automatic penetrating hit, but only rolls a D3 on the Vehicle Damage table (with +1 for its AP1).

WEAPON	RANGE	STR	AP	SPECIAL
Neural Shredder	Template	8*	1	Assault 1

Forceshield: The Eldar favour sleek energy field devices to protect themselves over the heavy and restrictive armour used by other races. A forceshield confers a 4+ Invulnerable save.

Shadow Field: The Shadow Field surrounds its wearer in a dark miasma of energy that is almost impossible to penetrate. However, should a solid blow connect with it the Shadow Field will short out, leaving its wearer vulnerable. A Shadow Field provides a 2+ Invulnerable save, but if the save is ever failed, the field is destroyed altogether. Roll a separate D6, one by one, to save each wound inflicted upon the bearer to see whether the Shadow Field shorts out.

Shimmershield: This is an advanced field projector that emanates a defensive screen that protects the user and his squad. A model with a Shimmershield, and all members of his unit, will benefit from a 5+ Invulnerable save in close combat.

Void Sabre: Crafted from wraithbone interlaced with rare anathemic crystals found upon dead worlds orbiting the night suns on the edge of the Ghoul Stars, Void Sabres are considered by some within the Eldar race's ranks to be accursed. However, in many Corsair bands such weapons are considered a symbol of high esteem, marking their wielder as one who has travelled far and endured much.

Void Sabres are close combat weapons which add +1 to the wielder's Strength and confer the *Rending* special rule to their close combat attacks.

Webway Portal: This is a portable form of the portal used by the Harlequins to travel via the webway. Once per game, in the Shooting phase, a model with a Webway Portal may choose to activate it instead of firing. Place a spare small blast marker or similar sized counter in base contact with the bearer when he activates the portal.

From then on, any of your units arriving from Reserve may move on to the board from the portal marker's edge instead of entering as normal (it does not matter whether these units were intended to deep strike, outflank, or simply move on from their own table edge, etc). The portal cannot be destroyed.

After activation the model that possessed the portal may freely move away, leaving the portal in place. If you have a Webway Portal in your army, you may keep units in reserve, regardless of the mission being played. Vehicles may not enter play via a Webway Portal.

BOARDING PARTIES

As starship crew Eldar Corsairs are well equipped for boarding actions. When using an Eldar Corsair army in a Boarding Assault Mission (see *Imperial Armour Volume 9. The Badab War – Part One* for full details), all Eldar Corsair models (including Princes, etc) always count as having Void Hardened armour at no cost.

HQ

CORSAIR PRINCE..........100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Prince	6	6	3	3	3	6	3	10	4+

Each Corsair band is led by a noble prince (or princess). To a human they might seem aloof and arrogant, but the remnants of the Eldar's past aristocracy are natural leaders, brilliant tacticians and bold warriors in battle.

Unit Composition:
- 1 Corsair Prince

Unit Type:
- Infantry (Character)

Wargear:
- Shuriken Pistol
- Close Combat Weapon
- Plasma Grenades

Special Rules:
- Fleet
- Sky Raiders
- Retinue
- Void Strike
- Independent Character

Options:

- A Corsair Prince may replace their Shuriken Pistol and/or Close Combat Weapon with one of the following:

- Harlequin's Kiss	+5 points
- Lasblaster	+2 points
- Shuriken Catapult	+2 points
- Fusion Pistol	+10 points
- Power Weapon	+10 points
- Void Sabre	+15 points

- A Corsair Prince may also take any of the following:

- Haywire Grenades	+5 points
- Meltabombs	+5 points
- Balelight	+10 points
- Corsair Jet Pack	+20 points

- A Corsair Prince may take one of the following:

- Shimmershield (5+ Invulnerable save in close combat)	+5 points
- Force Shield (4+ Invulnerable Save)	+20 points
- Shadowfield	+35 points

Retinue: A Corsair Prince may be accompanied by a Blade Sworn retinue squad. Note that if the Corsair Prince has taken the Corsair Jet Pack upgrade, then the Blade Sworn must also do so at the listed cost.

Sky Raiders: If your army is led by a Corsair Prince, then they may conduct daring low altitude orbital raids, deploying weapons and units with shocking speed into the heart of the enemy. Any three units of the owning player's choice, chosen as part of the Force Organisation chart for the army which do not already have the Deep Strike rule may be granted this rule for the duration of the game. Which units these are must be noted and declared to your opponent before the game starts. In the case of units with dedicated transports, the Deep Strike rule is conferred to both as if they were a single unit, with the proviso that the unit must be carried in the transport and they Deep Strike while embarked.

Void Strike: A Corsair Prince walks a dark and dangerous path of destruction, wandering in the outer reaches of the void, and to them the mastery of their vessels is all. Such is this bond that they are adept at supporting their ground attacks with perilously swift, low-orbital attacks, often dealing death like the wrath of a vengeful deity or shrouding a battlefield in darkness to cover their movements.

Once per game, the Corsair Prince may make a Void Strike attack in lieu of their normal Shooting attack for the turn. The normal rules for making a shooting attack apply where relevant (and so they may not do this while engaged in an assault, etc). The Void Strike takes one of the following forms, chosen at the point it is made.

STRIKE	STR	AP	TYPE
Pulse Strike	9	2	Ordnance 1, 5" Blast, Lance
Sonic Torpedo	4	5	Ordnance 1, D6+6" Blast, Pinning
Darkfire Skyburst	*	*	Special - see below

Darkfire Skyburst: From the turn it is first used until the start of the player's next turn, the Night Fighting rules are in effect.

HQ

CORSAIR BLADE SWORN RETINUE .... 14 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Blade Sworn	4	4	3	3	1	5	2	8	4+

You may take one Corsair Blade Sworn Retinue for every Corsair Prince in your army. If selected, the Corsair Prince must lead the Retinue squad. This squad does not count against your HQ allowance.

Each Corsair Prince may be accompanied by a personal bodyguard of their finest warriors, taken either from close kinsmen, bridge officers or outcasts whose skills has made them infamous enough for their master to seek them out and swear them to service.

Unit Composition:
- 2 to 5 Blade Sworn

Special Rules:
- Fleet

Unit Type:
- Jet Pack Infantry

Wargear:
- Shuriken Pistol
- Close Combat Weapon
- Plasma Grenades

Options:
- Any model may replace their Shuriken Pistol or Close Combat Weapon with:
  - Lasblaster .... +2 points
  - Shuriken Catapult .... +2 points
  - Fusion Pistol .... +10 points
  - Power Weapon .... +10 points
- The whole squad may take:
  - Haywire Grenades .... +10 points
  - Meltabombs .... +10 points
- If the Corsair Prince has taken the Corsair Jet Pack upgrade, then the squad also must take Corsair jet packs at a cost of +20 points for the whole squad.

Dedicated Transport:
If a Blade Sworn squad has not been given the Corsair Jet Pack upgrade, then it may take a dedicated transport vehicle for it and its Corsair Prince. This may be a Corsair Venom if the squad and its Corsair Prince numbers five models or less, or a Corsair Falcon if it numbers six models or less. Appropriate costs and upgrades for these vehicles can be found in the Dedicated Transport section of this army list.

HQ

CORSAIR VOID DREAMER..70 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Void Dreamer	4	4	3	3	2	5	2	9	-

The Void Dreamers are the helmsmen and navigators of Corsair ships. They are psykers, closely related to Warlocks, but using divination and prophetic powers to guide their vessels and protect their crews from the daemons of the Warp.

Unit Composition:
- 1 Void Dreamer

Unit Type:
- Infantry (Character)

Wargear:
- Shuriken Pistol
- Close Combat Weapon
- Rune Armour (4+ invulnerable save)

Special Rules:
- Independent Character
- Fleet
- Psychic Powers

Options:
- A Corsair Void Dreamer may replace either their Shuriken Pistol or Close Combat Weapon with one of the following:
  - Neural Shredder.......................... +15 points
  - Power Weapon.......................... +10 points
  - Void Sabre.......................... +15 points
  - Witchblade.......................... +15 points
- A Corsair Void Dreamer may take:
  - Haywire Grenades..........................+5 points
  - Corsair Jet Pack..........................+20 points
  - A Gyrinx..........................+5 points
  - Spirit Stones..........................+20 points
  - Balelight.......................... +10 points
  - Corsair Jet Pack..........................+20 points

Corsair Void Dreamer Psychic Powers: The Corsair Void Dreamer is a Psyker who, like their Farseer kin, take a Witch Path that focuses on the arts of divination and prophesy, but with particular devotion not to the skeins of distant fate and far future, but that which is near at hand, enabling them to navigate the daemon-seas of the warp and shield their vessel from its myriad dangers. In battle a Void Dreamer may utilise a single psychic power a turn (unless they have the Spirit Stones upgrade, in which case they may use two). All Void Dreamers have the following three psychic powers, and may choose which they utilise each turn if any:

Withering Radiance: The Void Dreamer perilously unleashes a spear of deadly energy from the turbulent realm beyond, offering a hideous death to their enemies who wither and crumble as if a life-age had passed them by in mere moments. This is a Psychic shooting attack with a range of 12". The target unit suffers D6 hits with a Strength value of 10 minus the unit's Toughness score, with an AP of 2. Against targets with an Armour value instead roll D6. On a roll of 1-2 they are unaffected, on a 3-5 they suffer an automatic Glancing hit and on a 6, they suffer an automatic Penetrating hit.

Spiritshield: The Void Dreamer extends their powers to shield themselves and others from the power of the Daemon and the wrath of the Psyker. This power is used at the start of the Eldar turn, and in doing so the Void Dreamer projects a powerful disruptive aura that centres on them and moves as they do. This aura protects the Void Dreamer, any unit they join and any unit they are being transported in. Any hostile Psychic power directed against a unit protected by the Spiritshield is nullified on a D6 roll of 4+, and if they are assaulted by a Psyker or Daemon while protected by the Spiritshield, they count as having Defensive grenades against that attacker. The power lasts for a full game turn after it has been used.

Soul Scry: The Void Dreamer manipulates the weft of courage, fate and happenstance, both predicting what is to be and working their will upon changing it. At the start of the Eldar turn nominate one Eldar unit within 12" of the Void Dreamer. That unit may re-roll any Leadership-based test (other than the use of Psychic powers) it is forced to take that game turn if the Eldar player wishes.

ELITES

CORSAIR VOIDSTORM SQUAD .... 12 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Corsair	4	4	3	3	1	5	1	8	5+

During raids a Corsair Prince will gather hand-picked veteran corsairs together to form a Voidstorm squad. Equipped for close quarters combat, these veterans will be in the thick of the fighting or the first to storm a breach during a boarding action.

Unit Composition:
- 5 to 10 Veteran Corsairs

Special Rules:
- Fleet

Unit Type:
- Jet Pack Infantry

Wargear:
- Shuriken Pistol
- Close Combat Weapon
- Plasma Grenades
- Shimmershield
- Corsair Jet Pack

Options:
- One in three Voidstorm Corsairs in the squad may exchange either their Shuriken Pistol or Close Combat Weapon with one of the following:
  - Flamer .... +6 points per model
  - Fusion Pistol .... +10 points per model
  - Fusion Gun .... +15 points per model
  - Power Weapon .... +10 points per model
- The entire squad may take:
  - Haywire Grenades .... +15 points
  - Meltabombs .... +15 points

HARLEQUIN TROUPE .... 18 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Harlequin	5	4	3	3	1	6	2	9	-
Shadowseer	5	4	3	3	1	6	2	9	-
Death Jester	5	4	3	3	1	6	2	9	-
Troupe Master	5	4	3	3	1	6	3	10	-

The Harlequins are a strange caste of warriors and entertainers for whom battle is a performance, a beautiful ballet of death and destruction. They wander constantly, from Craftworld to corsair band to Exodite world, some even whisper that they willingly travel to the cursed Dark City in the webway. Even to the Eldar, these strange warrior-dancers are a complete enigma, but their aid is always welcome.

Unit Composition:
- 5 to 10 Harlequins

Unit Type:
- Infantry

Wargear:
- Shuriken Pistol
- Close Combat Weapon
- Flip Belt
- Holo-suit (5+ Invulnerable save)

Dedicated Transport:
- A Harlequin Troupe that includes five models may take a Corsair Venom as a dedicated transport.

Special Rules:
- Fleet
- Dance of Death

Options:
- Any model may exchange its Close Combat Weapon for a Harlequin's Kiss .... +4 points per model
- Up to two models may exchange their Shuriken pistols for fusion pistols .... +10 points per model

Character Options:
- One Harlequin may be upgraded to a Troupe Master .... +20 points
- The Troupe Master may replace his Close Combat Weapon with either a Power Weapon or a Harlequin's Kiss .... free
- One Harlequin may be upgraded to a Shadowseer .... +30 points
- One Harlequin may be upgraded to a Death Jester, replacing his close combat weapon with a Shrieker Cannon .... +10 points

ELITES

ELDAR CRAFTWORLD OUTCASTS .... **SEE CODEX ELDAR***

The Corsair Warbands can prove a haven for the lost and outcast. A single Fast Attack or Elites choice from Codex: Eldar can be chosen as an Elites choice in a Corsair army (Including the Shadow Spectres found on page 139).

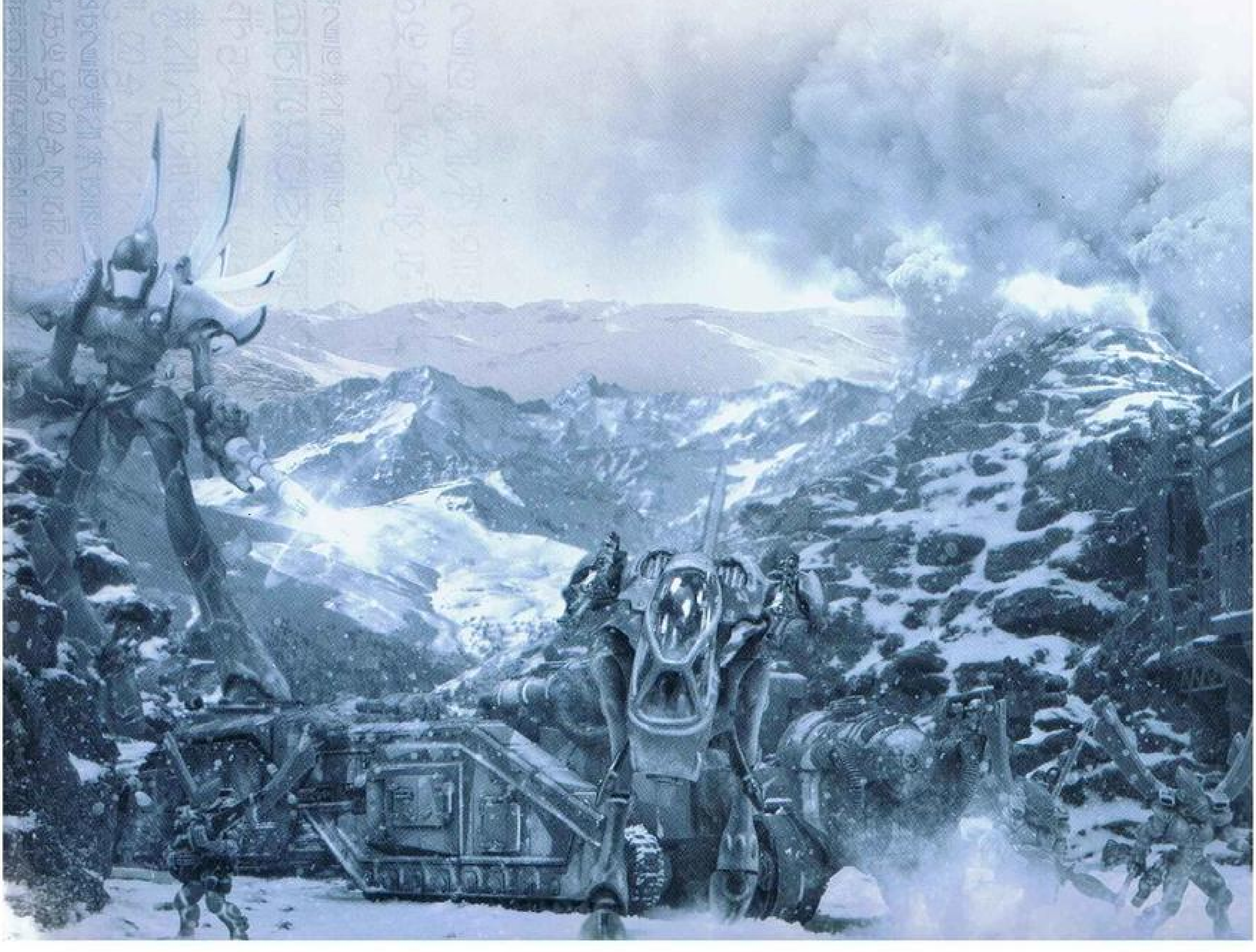
DARK ELDAR KABALITE WARRIORS .... **SEE CODEX DARK ELDAR***

Many Eldar Corsair bands are not above forming temporary alliances with the Kabals of Commorragh. The Dark Eldar are always willing to join their kindred in raids for a chance to kill, a share of the plunder and a hefty fee in captured slaves to return with for their lords.

Dedicated Transport:

- If a Venom is taken as a dedicated transport, this is a Venom bought from their parent codex, not a Corsair Venom.

***Uncertain Allies:** Those outside the Corsair path can make for useful allies, but are never fully trusted. Corsair Independent Characters may never join these units, and you may never have more Uncertain Allies units (of any type) in the army than you have Corsair squads.



TROOPS

ELDAR CORSAIR SQUAD .... **9 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair	3	4	3	3	1	4	1	8	5+
Felarch	4	4	3	3	1	4	2	9	5+

The rank and file of the Corsair band are its ship crews, led by their Felarch (a rank broadly equivalent to bosuns of the Imperial Navy). They are lightly equipped for fast raiding, utilising jet packs, Venoms and Falcons for rapid insertion and battlefield mobility. Corsair squads tend to be experienced and battle-hardened in comparison to Craftworld Guardians.

Unit Composition:
- 5 to 10 Corsairs

Special Rules:
- Fleet

Unit Type:
- Infantry

Wargear:
- Lasblaster
- Close Combat Weapon
- Plasma grenades

An Eldar Corsair army must include at least one squad of Corsairs.

Options:
- Any model in the squad may exchange its Lasblaster for a Shuriken Catapult or Shuriken Pistol .... free
- For every five models in the squad, one may replace its Lasblaster with one of the following:
  - Flamer ....+6 points
  - Fusion Gun .... +15 points
- For every five models in the squad, one may replace its Lasblaster with one of the following weapons:
  - Shuriken Cannon .... +10 points
  - Eldar missile Launcher.. +15 points
- The entire squad may be given Corsair Jet Packs................. +25 points

Character Options:
- One Eldar Corsair not already upgraded to carry one of the optional weapons listed above may be upgraded to a Felarch .... +10 points
- The Felarch may exchange his Lasblaster for:
  - Shuriken Catapult or Shuriken Pistol .... free
  - Fusion Pistol.. +10 points
- The Felarch may upgrade his Close Combat Weapon to a Power Sword .... +10 points
- The Felarch may carry Haywire Grenades.............................+5 points

Dedicated Transport:
- If an Eldar Corsair squad has not been given the Corsair Jet Pack upgrade, then it may take a dedicated transport vehicle. This may be a Corsair Venom if the squad numbers five models or less, or a Corsair Falcon if it numbers six models or less. Appropriate costs and upgrades for this vehicle can be found in the Dedicated Transport section of this army list.

TROOPS

CORSAIR WASP ASSAULT WALKER SQUADRON ....55 POINTS PER MODEL

				Armour				
	WS	BS	S	F	S	R	I	A
Wasp	3	4	5	10	10	10	4	2

As light vehicles, Wasp assault walkers provide Corsair bands with mobile heavy weapons support. Corsair bands adapt them for rapid insertion alongside the Corsairs, fitting them with jump jets.

Unit Composition:
- 1 to 3 Wasp Assault Walkers

Unit Type:
- Walker

Special Rules:
- Wasp Jump Jets
- Deep Strike

Options:
- Each Wasp Walker is armed with two weapons chosen from the following:
  - Shuriken Cannon ....+5 points each
  - Scatter Laser ....+15 points each
  - Eldar Missile Launcher ....+20 points each
  - Starcannon ....+25 points each
  - Bright Lance ....+30 points each
- The entire squadron can be upgraded with Spirit Stones at ....+5 points per model.

Wasp Jump Jets: Although they forgo the ability to scout common to standard Eldar War Walkers, Wasps are fitted with jet-supported anti-grav systems, enabling them to rapidly redeploy as part of the Corsair raid. They are treated as Jet Pack infantry for the purposes of movement, rather than Walkers. In addition, in the Shooting phase, instead of firing their weapons, the squadron may make a special power-boosted jump move of 12", ignoring intervening terrain as if they were skimmers. After making this move they may not assault that turn or use their special jet pack move. They do, however, gain a cover save of 5+ until their next player turn thanks to a combination of their speed, and the dust and debris kicked up in their wake.

Fire Support: The Wasp is the Corsairs' principal means of mobile fire support in battle, and while they are Troops choices for the army, the number of Wasp Assault squadrons may not exceed the number of Eldar Corsair squads in the army.

CORSAIR JETBIKE SQUADRON ....25 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Corsair Jetbiker	3	4	3	3(4)	1	4	1	8	3+
Felarch Jetbiker	4	4	3	3(4)	1	4	2	9	3+

As for all Eldar hosts, Jetbikes form an important part of Corsair attacks, speeding ahead as scouts or sweeping around the enemy' flanks to encircle them before plunging into the melee with deadly effect.

Unit Composition:
- 3 to 10 Corsair Jetbikes

Unit Type:
- Eldar Jetbikes

Special Rules:
- Scouts

Wargear:
- Twin-linked Shuriken Catapults.
- The rider has a Shuriken Pistol and a Close Combat Weapon

Options:
- One in three Corsair Jetbikes in a squadron may replace its Twin-linked Shuriken Catapults with a single Shuriken Cannon ....
  .... +10 points per mode
- One Corsair Jetbike which has not upgraded its weapons may upgrade its rider to:
  - Felarch.. +10 point
- The Felarch can replace his Close Combat Weapon and/or Shuriken Pistol with:
  - Power Sword .... +10 point
  - Fusion Pistol... +10 point

DEDICATED TRANSPORT

CORSAIR FALCON .... 130 POINTS

		Armour		
	BS	F	S	R
Corsair Falcon	4	12	12	10

The Falcon is the Eldar's standard grav-tank. Utilised by the corsairs for the same reasons, it forms the backbone of a Craftworld's armoured forces. It can rapidly carry a squad of Corsairs on a raid or be inserted into a battle from orbit below a Vampire Raider. Corsair Falcons often display bold symbolic imagery, such as leering faces, mythic characters or animalistic totems.

Unit Type:
- Vehicle (Fast, Skimmer, Tank)

Transport Capacity:
- 10 Models

Wargear:
- Twin-linked Shuriken Catapults,
- Pulse Laser
- 1 Weapon chosen from the following list:

Weapons:
- A Falcon must be equipped with one of the following weapons:

- Shuriken Cannon	+5 points
- Scatter Laser	+15 points
- Eldar Missile Launcher	+20 points
- Starcannon	+25 points
- Bright Lance	+30 points

Options:
- A Falcon may replace its Twin-linked Shuriken Catapults with a Shuriken Cannon for .... +10 points
- A Falcon may take any of the following upgrades:

- Holo-field	+35 points
- Vectored Engines	+20 points
- Star Engines	+15 points
- Spirit Stones	+10 points

CORSAIR VENOM .... 45 POINTS

		Armour		
	BS	F	S	R
Corsair Venom	4	10	10	10

A fast, light, transport skimmer, well suited to the Corsairs' style of mobile raiding, a speeding Venom carries small Corsair squads into the heart of a battle.

Unit Composition:
- 1 Corsair Venom

Unit Type:
- Vehicle (Skimmer, Fast, Open-Topped)

Transport Capacity:
- 5 models

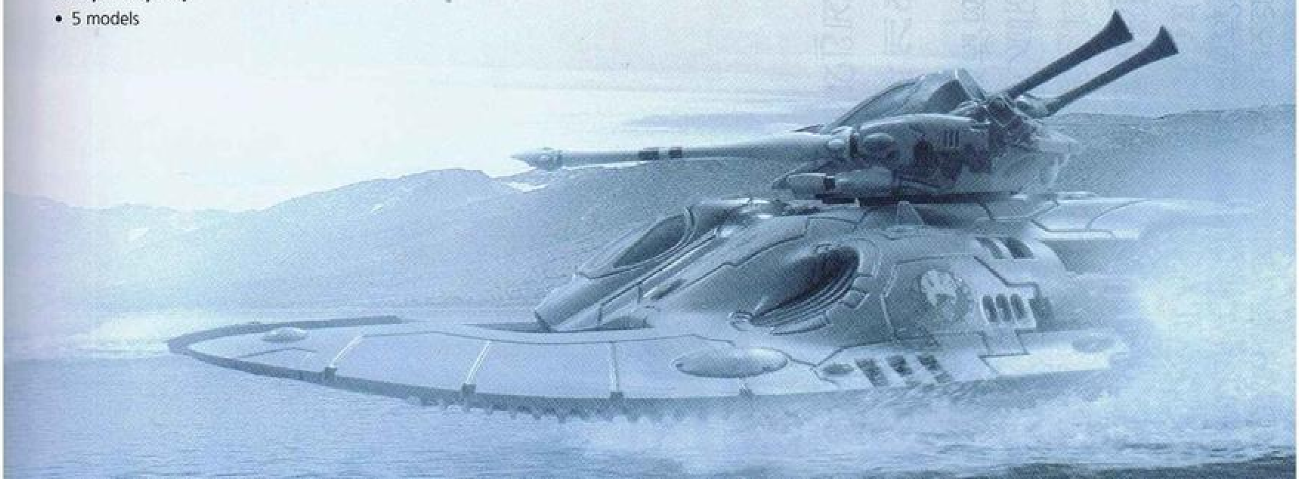
Wargear:
- Twin-linked Shuriken Catapults
- Shuriken Cannon

Options:
- The Corsair Venom may exchange its Shuriken Cannon for a:

- Scatter Laser	+10 points
- Eldar Missile Launcher	+15 points
- Star Cannon	+20 points

- A Corsair Venom may be upgraded with any of the following:

- Spirit Stones	+10 points
- Star Engines	+15 points
- Vectored Engines	+20 points
- Holo-fields	+35 points



FAST ATTACK

CORSAIR HORNET SQUADRON .... **65 POINTS PER MODEL**

	BS	Armour F	Armour S	Armour R
Hornet	4	11	11	10

Unit Composition:
- 1-3 Hornets

Unit Type:
- Vehicle (Fast, Skimmer)

Special Rules:
- Scout
- Aerial Assault

Wargear:
- Star Engines
- Two Shuriken Cannon

Options:
- Either Shuriken Cannon may be upgraded to one of the following:

- Scatter Laser	+10 points
- Eldar Missile Launcher	+15 points
- Starcannon	+20 points
- Bright Lance	+25 points
- Pulse Laser	+30 points

- A Hornet may take any of the following upgrades:

- Holo-field	+35 points
- Vector Engines	+20 points
- Spirit Stones	+10 points

Star Engines: The Hornet's engines and aerodynamic design are capable of boosting it to breakneck speeds. It may move an additional 12" in lieu of shooting.

Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all its weapons.

NIGHTWING INTERCEPTOR .... **145 POINTS**

	BS	Armour F	Armour S	Armour R
Nightwing	4	10	10	10

Nightwings are the Eldar's front line air superiority fighter and interceptor. Fast and deadly, during a raid the Corsair bands are always well supported by their aircraft.

Unit Composition:
- 1 Nightwing

Unit Type:
- Vehicle (Skimmer, Fast, Flyer*)

Wargear:
- Two Shuriken Cannons
- Two Bright Lances

Special Rules:
- Deep Strike
- Aerial Assault
- Supersonic
- Interceptor
- Chasing Shadows
- Impossible Manouevres (Apocalypse only)

* In games of Apocalypse the Nightwing is a Flyer.

Aerial Assault: A vehicle with the zAerial Assault rule that moves at cruising speed may fire all of its weapons.

Supersonic: A vehicle with the Supersonic rule that moves flat out may move up to 36".

Interceptor: When targeting other aircraft, the Nightwing's weapons count as being anti-aircraft weapons (rolling to hit using its BS as normal instead of needing 6s).

Chasing Shadows: The Nightwing is protected by banks of highly advanced systems designed to mask it from the enemy, which, when combined with its supreme agility, make it virtually impossible to track. The Nightwing counts as being equipped with an Eldar Titan holo-field.

Impossible Manoeuvres: In games of Apocalypse the Nightwing can move a minimum of 18" rather than the usual 36" required for Flyers.

FAST ATTACK

CORSAIR NIGHT SPINNER .... 130 POINTS

		Armour		
	BS	F	S	R
Night Spinner	4	12	12	10

The Night Spinner mounts a Doomweaver atop its sleek chassis, a weapon that spins threads of monofilament wire into a lethal web that is launched high into the air, shredding anything that it ensnares as it falls back down to the ground.

Unit Composition:
- 1 Night Spinner

Wargear:
- Twin-linked Doomweaver
- Twin-linked Shuriken Catapult

Type:
- Vehicle (Tank, Skimmer, Fast)

Options:
- The Night Spinner may upgrade Twin-linked Shuriken Catapults to:
  - Shuriken Cannon .... +10 points
- The Night Spinner may take any of the following:
  - Vectored Engines .... +20 points
  - Star Engines .... +15 points
  - Holo-fields .... +35 points
  - Spirit Stones .... +10 points

Doomweaver: A Doomweaver projects a web of monofilament wire over a wide area. Each volley will contain hundreds, if not thousands, of deadly threads, and as the wire-net falls earthwards it effortlessly slices through any victims caught beneath it.

WEAPON	RANGE	STR	AP	TYPE
Night Spinner	12"-72"	6	-	Heavy 1, Barrage, Large Blast, Rending, Monofilament Web

Monofilament Web: After firing a Doomweaver, place a coin or other suitable marker next to any unit hit. The next time these units move (for whatever reason) they count as being in both difficult and dangerous terrain. Remove the marker from a unit after it has completed its movement.

HEAVY SUPPORT

CORSAIR PHOENIX BOMBER .... **225 POINTS**

		Armour		
	BS	**F**	**S**	**R**
Phoenix	4	10	10	10

A heavier ground attack aircraft, the Phoenix bomber provides a Corsair band with fast moving heavy firepower.

Unit Composition:
- 1 Phoenix

Unit Type:
- Vehicle (Skimmer, Fast, Flyer*)

Wargear:
- Two Shuriken Cannons with Anti-aircraft Mounts
- Two Phoenix Missile Launchers
- Pulse Laser

Special Rules:
- Deep Strike
- Aerial Assault
- Supersonic
- Chasing Shadows
- Impossible Manoeuvres (Apocalypse only)*

Options:
- A Phoenix may replace its Pulse Laser with:
  - Twin-linked Bright Lances .... free
  - Twin-linked Starcannons .... free
- A Phoenix may replace both its Phoenix Missile Launchers with:
  - Nightfire Missile Launchers .... +10 points

* In games of Apocalypse the Phoenix is a Flyer.

Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

Supersonic: A vehicle with the Supersonic rule that moves flat out may move up to 36".

Chasing Shadows: The Phoenix is protected by banks of highly advanced systems designed to mask it from the enemy, which when combined with its supreme agility make it virtually impossible to track. The Phoenix counts as being equipped with an Eldar Titan holo-field.

Impossible Manoeuvres: In games of Apocalypse the Phoenix can move a minimum of 18" rather than the usual 36" required for flyers.

WEAPON	**RANGE**	**STR**	**AP**	**TYPE**
Phoenix Missile Launcher	48"	5	3	Heavy 3
Nightfire Missile Launcher	48"	4	5	Heavy 3, Blast, no cover saves, pinning

HEAVY SUPPORT

CORSAIR WARP HUNTER .... 125 POINTS

		Armour		
	BS	F	S	R
Warp Hunter	4	12	12	10

The Warp Hunter is an uncommon and somewhat archaic grav-tank variant of the standard Falcon chassis, still favoured by the Corsair bands. In replacing its main turret armament with a large hull-mounted D-cannon, the Warp Hunter sacrifices its entire transport capacity.

Unit Type:
- Vehicle (Fast, Skimmer, Tank)

Special Rules:
- Æther Rift

Wargear:
- Twin-linked shuriken catapults
- D-cannon

Options:
- A Warp Hunter may replace its Twin-linked Shuriken Catapults with a:
  Shuriken Cannon .... +10 points
- A Warp Hunter may take any of the following upgrades:
  - Holo-field .... +35 points
  - Vectored Engines .... +20 points
  - Star Engines .... +15 points
  - Spirit Stones .... +10 points

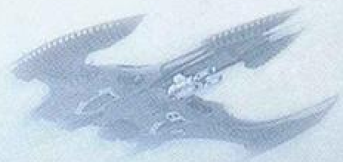
D-Cannon: The D-Cannon uses the Eldar's sophisticated knowledge of warp-technology to create a rift of seething warp-energy. A D-cannon's attacks bypass power fields and void shields.

The D-cannon's hits always wound on a 2+, and on a roll to wound of a 6 it inflicts Instant Death on the victim (regardless of its Toughness value). Against targets with an Armour value, a D-Cannon always inflicts a Glancing hit on a roll of a 3 or 4 and a Penetrating hit on a roll of a 5 or 6.

Æther-Rift: The Warp Hunter can adapt its D-cannon fire to unleash the contained warp energies to create a seething æther-rift in front of the vehicle. In the Shooting phase, instead of using the standard D-cannon profile, you may choose to use the æther-rift profile instead.

To fire the æther-rift, place the template so that the narrow end is within 6" of the weapon and the wider end is no closer to the weapon than the narrow end. The æther-rift is then treated like any other template weapon and has the D-cannon special rule.

WEAPON	RANGE	STR	AP	TYPE
D-cannon	36"	*	2	Heavy 1, 5" Blast, Barrage, D-cannon
Æther Rift	Template*	*	2	Heavy 1, D-cannon



HEAVY SUPPORT

CORSAIR FIRE STORM ....180 POINTS

		Armour		
	BS	F	S	R
Fire Storm	4	12	12	10

A rarely seen variant of the Eldar Falcon Grav-tank, the Fire Storm is armed for anti-aircraft defence. It has multiple long-barrelled scatter lasers which rake the sky with fire against approaching enemy aircraft. With only two crew, the Fire Storm retains its troop transport capacity and can assist Eldar attacks by delivering a squad of Aspect Warriors to the battlefield before withdrawing to its usual anti-aircraft role.

Type:
- Vehicle (Skimmer, Fast, Tank)

Wargear:
- Twin-linked Shuriken Catapults
- Twin-linked Fire Storm Scatter Lasers on an Anti-aircraft Mount.

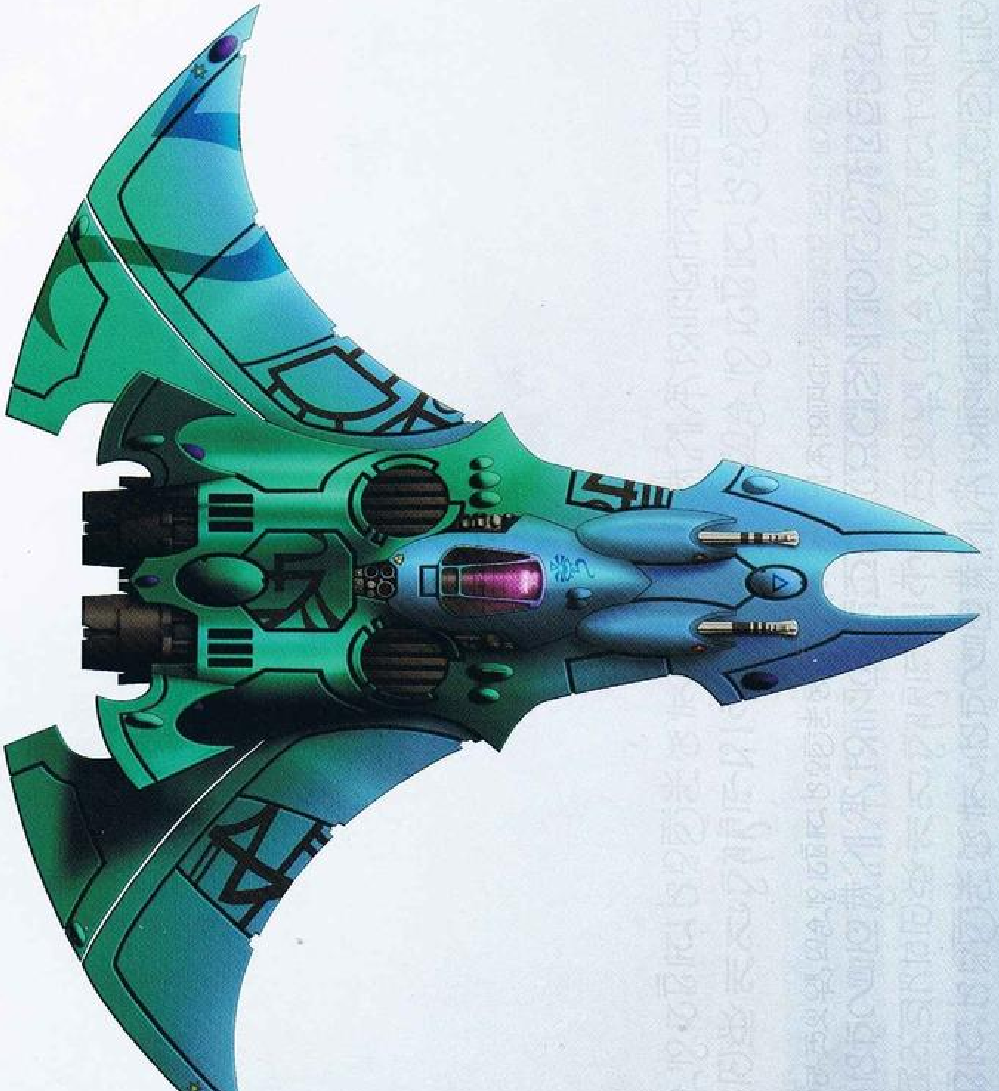
Transport Capacity:
- The Fire Storm can carry a single unit of infantry of up to six models. It may not carry a Wraithguard unit.

Access Point
- Rear ramp

Options:
- A Fire Storm may replace its Twin-linked Shuriken Catapults with:
  - Shuriken Cannon .... +10 points
- A Fire Storm may be upgraded with any of the following:
  - Spirit Stones... +10 points
  - Star Engines .... +15 points
  - Vectored Engines... +20 points
  - Holo-field .... +35 points

WEAPON	RANGE	STR	AP	TYPE
Fire Storm				
Scatter Laser	60"	6	6	Heavy 6
Shuriken Catapult	12"	4	5	Assault 2

ELDAR ENGINES OF DESTRUCTION



Mymeara Nightwing
Reported sightings of this craft both around the Alnitac facility and during the Battle of the Karina Nebula.

FALCON

The Eldar's main battle tank is the Falcon, a fast, mobile and well-protected grav-tank carrying excellent anti-tank and anti-infantry firepower. In addition to the Falcon's considerable assets, it can also transport a small squad of Aspect Warriors or Eldar Guardians into battle, and its split wing design and single seat turret are a familiar sight to those enemy tank crews that face the Eldar on the battlefield.

The key to the Falcon's battlefield performance is its engine and anti-gravitic generators. The Eldar are masters of anti-grav technology, utilising it as readily as Mankind uses tank tracks. Their advanced technology means the Falcon's engines can generate an estimated top speed of 800 kph. Its advanced anti-grav generators are also capable of limited flight, climbing higher than the equivalent Imperial craft and thus giving them the added edge of altitude, allowing them to swoop down onto the battlefield at high speed, weapons locked on to their pre-selected targets.

Each Falcon has a crew of two, the pilot and the gunner. These will be already experienced warriors, having most likely learned their skills within jetbike squadrons or along other, similar paths, who intuitively handle the Falcon's complex and delicate control systems using both their mind and body. As befits its versatile battlefield role, the Falcon's armament is also very adaptive. Alongside its standard high-energy rapid firing pulsar, a Falcon can be equipped for just about any role: be it anti-infantry with scatter laser and shuriken cannon, or dealing with light armour with starcannon, or in an anti-tank role with a bright lance or missile launcher.

The Falcon forms a keystone of the Eldar's armoured warfare tactics. Supported by Fire Prisms, Fire Storms and Night Spinners, an armoured host will first move at speed to outflank and then surround an enemy force. Striking at top speed and withdrawing before the enemy's anti-tank weapons can be deployed to face them, a Falcon flight, sometimes referred to as a Cloudstrike squadron, can rapidly change position and strike again from another direction, breaking up an enemy's defensive cohesion or attack formations before the main Eldar assault hits.

It is believed that the Falcon (the title is the official Ordo Dialogus translation from the true Eldar name) is named for Faolchu, a character from the Eldar race's long and complex mythical creation-story known as the War in Heaven. Faolchu was the friend and companion of the Great Hawk, a messenger of the Eldar gods who, according to the myth, stole Vaul's sword Anaris and gave it to the hero Eldanesh so that he might fight and defeat the war-god Khaine.

Fire Prism

Mounting a powerful prism cannon, the Fire Prism is a dedicated tank-hunter. The Imperium have yet to unravel the heretical technology of the prism cannon, having been able to seize very few undamaged specimens from the

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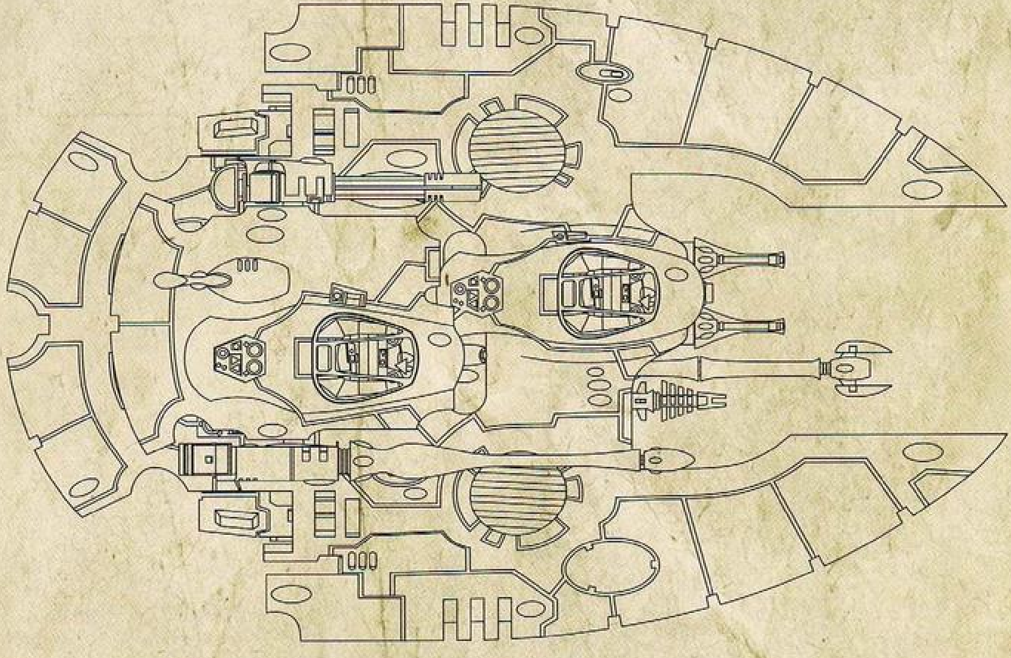

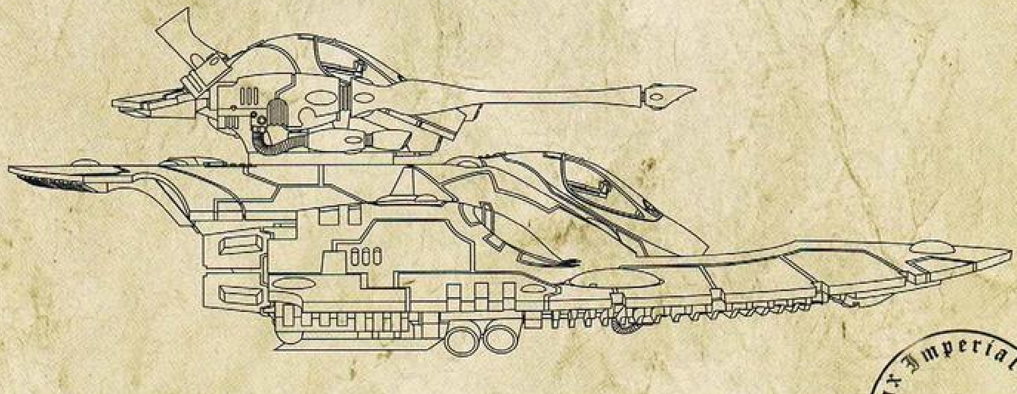

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battlefield. It is believed though that contained within its structure there is a large crystal prism which traps and intensifies light, and then focuses the resultant energy through a second prismatic lens, focusing it again into a single beam or scattering it over a wider area.

Night Spinner

Utilising the Eldar's knowledge of monofilament technology, a Night Spinner is used as mobile light artillery which is deployed to support fast moving Eldar formations. Its doomweavers fire a cloud of monofilament web high into the sky, this then floats down to the ground, slicing through anything unfortunate enough to be caught under it.

Fire Storm

The Fire Storm is the Eldar's standard anti-aircraft defence vehicle, which utilises the Falcon's hull. It mounts a complex triple-barreled array of scatter lasers in a single-seater turret that fill the sky with streaking laser bolts above an Eldar grav-tank formation. Highly accurate and capable of sustained bursts, the Fire Storm is also a potent anti-infantry weapon, particularly effective when used against hordes such as Ork warbands and Tyranid swarms.

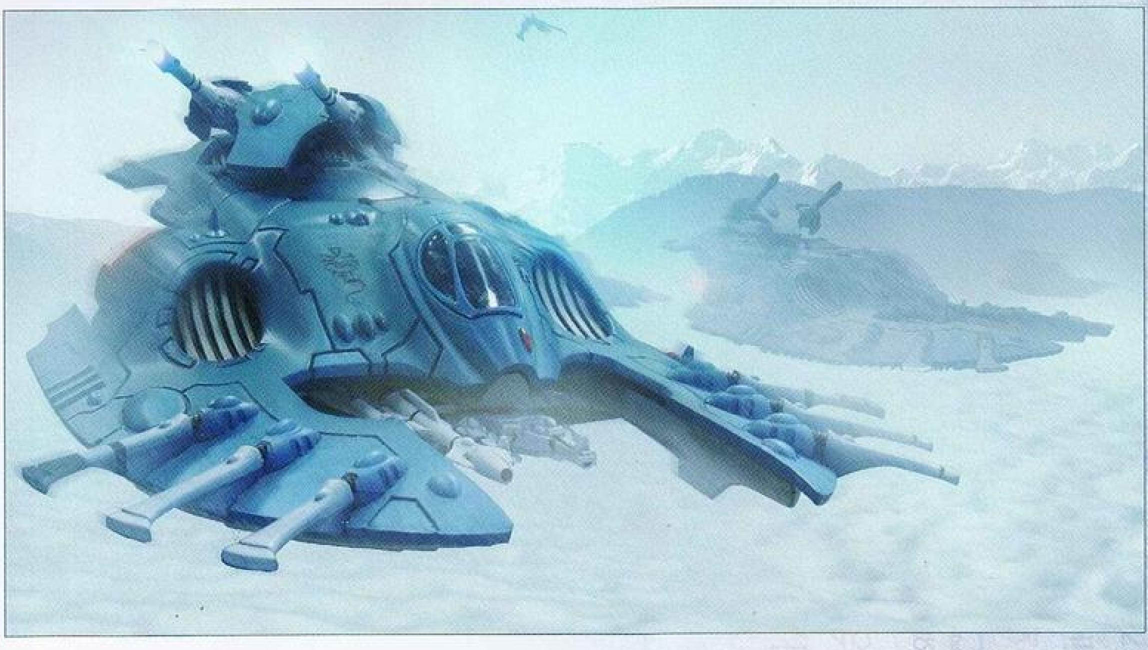
During the Betalis III incursion, the Eldar Corsairs were the first to employ one of the many variants based upon the Falcon chassis. Deployed during the Battle at Alnitac from their vessels in orbit, their Falcon squadrons were used in Cloudstrike formation to attack Battle Group Empteda's vulnerable heavy weapons platforms. The Falcon formations were perfect for the role, speeding in low and quick over the leading edge of the Bregan Glacier and unleashing a volley of destructive firepower before breaking away and arcing back around past the Alnitac facility for another sortie.

When forces from Craftworld Mymeara engaged with Company Vengeance on the Alacian Plains, it was a rare opportunity for Imperium observers to see first hand the devastation that the Fire Prism can cause. Before the Fall of the Eldar race millennia before, the original worlds of the Mymeara on the edge of the Eldar empire were renown for the quality and craftsmanship of their machines of war. As well as being one of the primary worlds to produce the monolithic Phantom Titan, also seen on Betalis III, they were also able to create the crystals required for the Fire Prism's main weapon, the prism cannon.

Many of the artisans and weapon smiths conversant with this technology were lost, along with a large proportion of Mymeara's warhost when the Phoenix Lord Irillyth led them to war centuries before. Despite this The Mymeara Craftworld still possessed a number of the craft within its flight chambers, and these were put to great effect during the Betalis III incursion.

Eye witness accounts attribute the Mymeara Fire Prisms with the highest number of confirmed kills amongst Company Vengeance's Leman Russ and Chimera, and amongst their tally was counted the Hydra flak gun and its crew which had earlier destroyed a Corsair Nightwing. As the battle progressed into a bloody stalemate, reports were also recorded of Fire Prism crews combining their firepower, particularly when engaging the more heavily armoured super-heavy tanks such as the Preator armoured missile launcher. By bringing the beams of two Fire Prism vessels together, the Eldar were able to penetrate the heavily armoured hulls that had proved impervious to lesser weapons. Although highly effective, this tactic undoubtedly slowed down the Eldar rate of attrition against Vengeance, which could have been considerably higher.

WAVE SERPENT



The Eldar race's principal armoured transport is the Wave Serpent. A sleek anti-gravity vehicle based upon the Falcon chassis, the Wave Serpent sacrifices the Falcon's firepower for its additional transport capacity. Operating alongside the Falcons, flights of Wave Serpents swiftly carry squads of Aspect Warriors and Guardians across the battlefield, well protected inside their armoured hull and behind sophisticated energy fields.

As a Wave Serpent races across the battlefield it projects a uniquely powerful energy field ahead of it. The Eldar have an intimate knowledge of energy and disruption field technology, utilising it over the encumbering and slow armour of other races. The Wave Serpent's wings mount the field projector fins, and these create a shimmering bow wave which absorbs and dissipates the energy of any laser blasts, projectiles or explosions that pass through it.

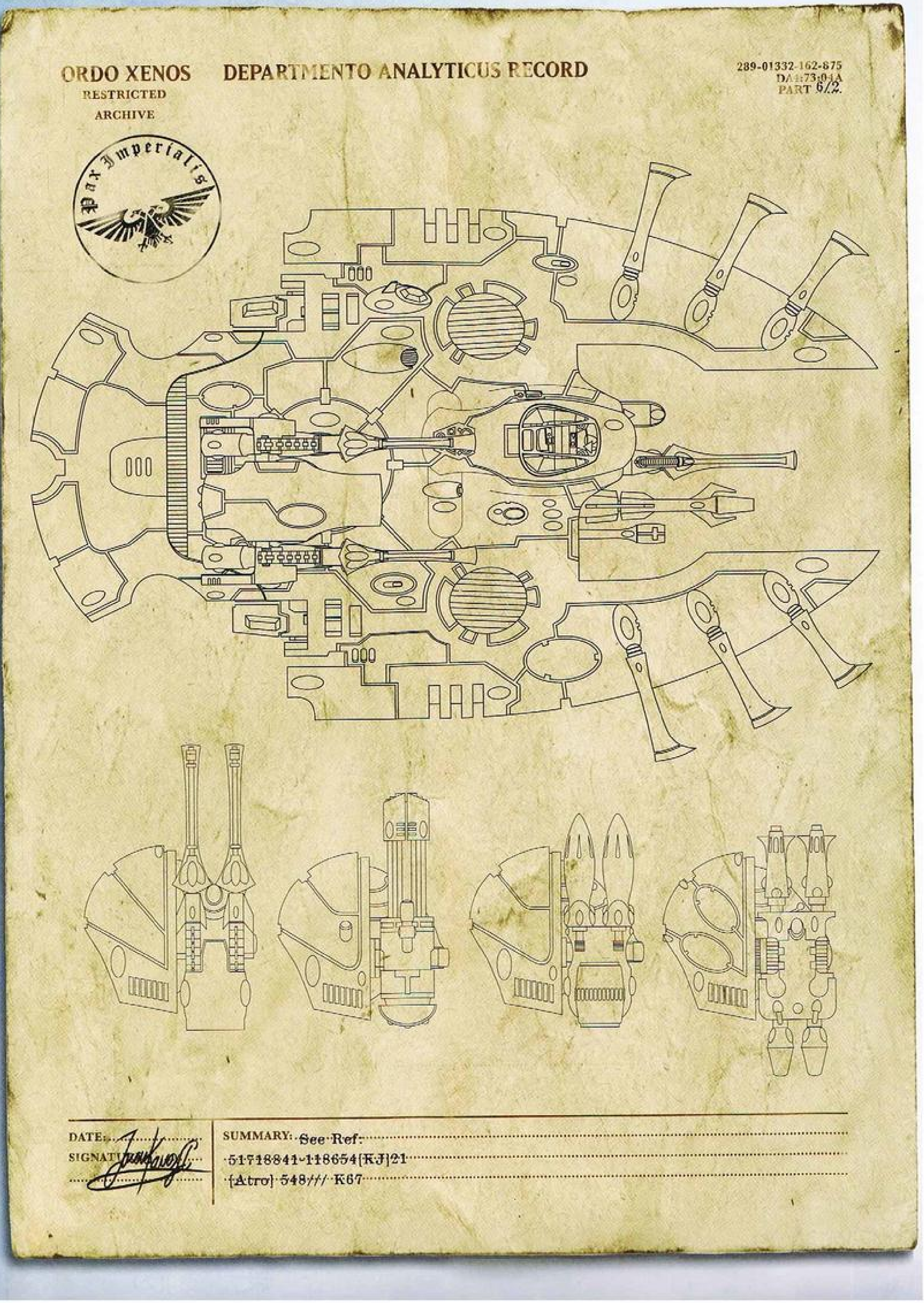
Its fields can also be combined together so that with the Wave Serpents flying in tight formation, the individual fields reinforce each other, becoming even stronger. With the aid of a shield enhancer this shimmering wall of energy can also be used at close range as an offensive weapon, unleashing a tsunami-like tidal wave that smashes over the enemy. This sudden shock is rarely actually lethal, but it will disorientate, stun and sometimes paralyse those close by, as well as causing any delicate electrical systems to overload. With the crackling force wave unleashed, the Aspect Warriors within can then deploy in relative safety, and move in to destroy the disorientated foe before it can recover.

As well as its formidable force field, each Wave Serpent will also provide supporting fire for its deploying passengers, with its small, remote-controlled turret-mounted twin-linked heavy weapons, whilst it carries additional shuriken catapults in a chin-mount for close anti-personnel defence.

The rear of the Wave Serpent incorporates a transport compartment, large enough to carry up to twelve fully armed and armoured Aspect Warriors or Guardians, or even five towering Wraithguard. Each Wave Serpent has a single crewman who pilots the vehicle and controls its remote weapon systems.

Wave Serpent-borne infantry are perhaps the core of the archetypal Eldar assault force – Aspect Warriors striking fast and with precision from the flanks of an enemy force. After earlier attacks have divided the enemy's strength as they attempt to intercept the Eldar's repeated feints and hit and run strikes, the Aspect Warriors will then leap from their transports to engage the enemy at close quarters.

An Aspect assault wave combines the specialisations of all the Aspects into a single deadly whole; each unit complementing the others so that few enemies can match them for skill, training or unity of purpose. A Serpent Rider host (consisting of Guardians) lacks the former's lethal cutting edge, and the Guardians are rarely at the forefront of battle. It is more likely that this force will be providing flank protection to the main attack, or be deployed as a mobile and rapid reserve formation, called forward only at need.



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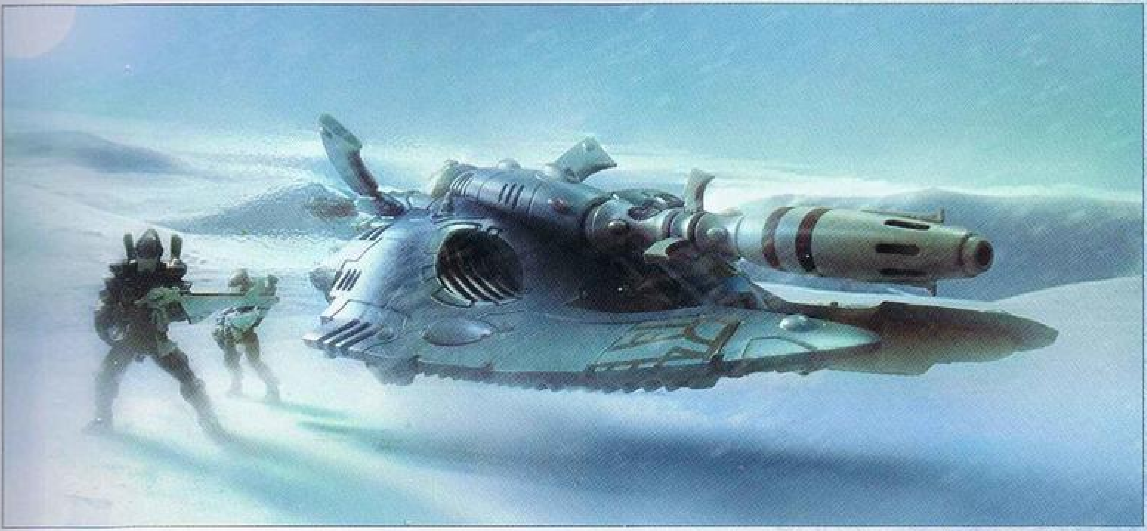
WARP HUNTER



The rarest of the Falcon modifications yet encountered by the Imperium's fighting forces is designated the Warp Hunter, a high-speed assault craft mounting a large distortion cannon through its hull. Like the Fire Prism and Night Spinner, the Warp Hunter sacrifices its transport capacity for its change in weaponry.

Amongst the Eldar the Warp Hunter, is considered a rather archaic vehicle and, given the nature of its weaponry, some Craftworlds seem to be reticent in fielding large numbers of them. Eldar Corsair bands, though, appear to have no such compunctions. During the fighting on Betalis III, the Warp Hunter was identified in greater numbers than ever before. Whereas a single sighting might be an unusual event, several squadrons of Warp Hunters were engaged during the Battle at Alnitac. This may indicate that the Mymeara Craftworld was in possession of a larger than usual number of these antiquated vehicles, as were the Corsair bands that took part in the invasion.

The distortion cannon (commonly referred to by certain lowly echelons of the Imperium as the D-cannon) is another of the Eldar race's many unusual weapons. The technology of the weapon is little known or understood by the Adeptus Mechanicus, and considered highly heretical. Any Magos found to be dabbling with such dangerous xenos technology can expect the strongest measures against them from the Inquisition. Draconian measures have been enforced against the Adeptus Mechanicus since 755299.M40, when unsanctioned work with warp technology resulted in the Contagion of Eridanus, and required the deployment of a Grey Knights rapid strike force to quell the resulting daemonic incursion.

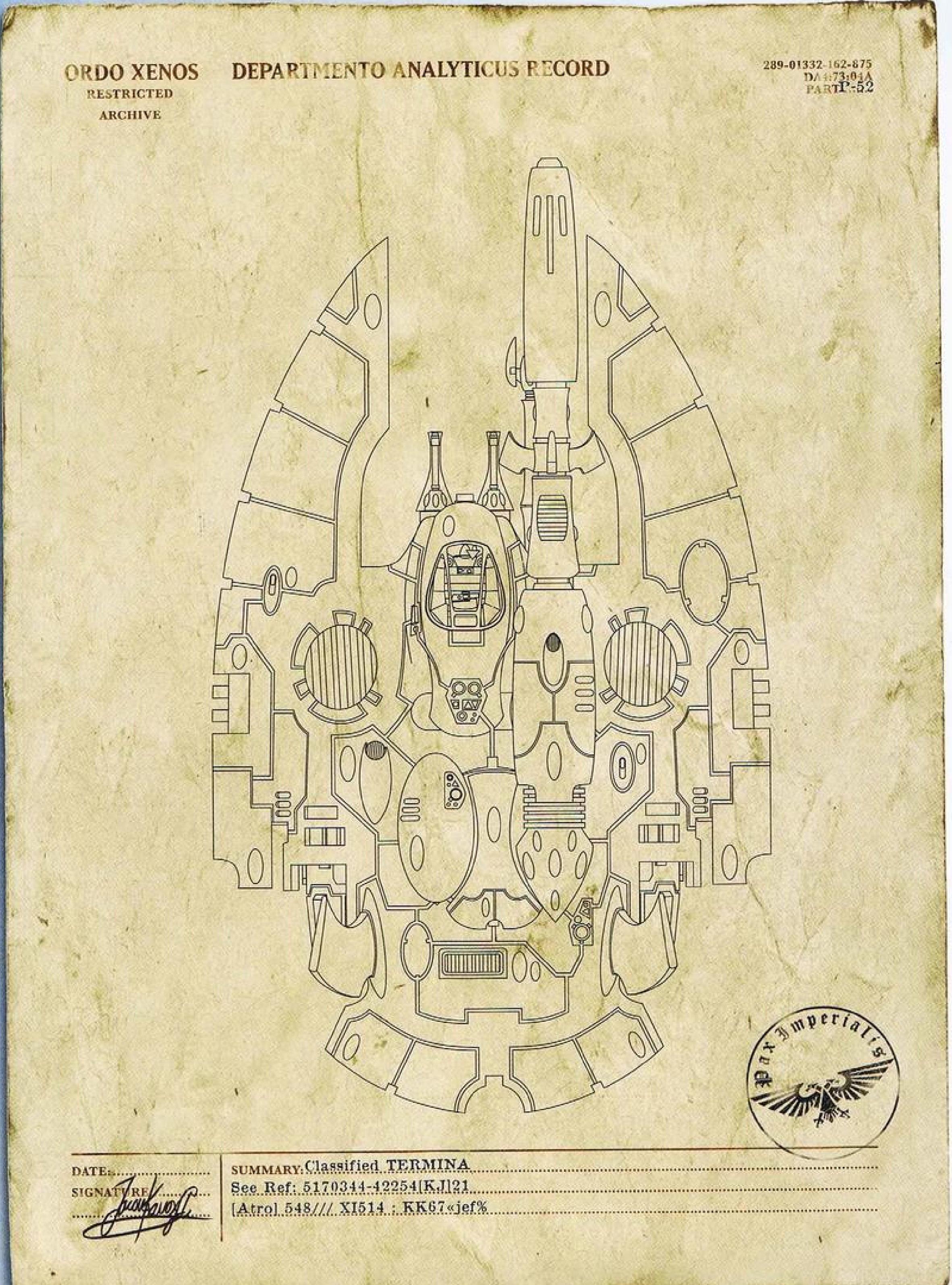
When fired, a D-cannon projects a miniature sphere of warp energy, tearing its target apart and dragging its hapless victims to a terrible death, exposed to the raw material of the Warp itself. Larger weapons are able to generate bigger spheres, but require vast amounts of energy to safely contain them, and so can only be mounted upon larger chassis. The largest such weapons are mounted upon the Cobra and the Phantom Titan.

Uniquely, by adjusting the weapon's warp/real space disruption focus and its warp core containment field generator, the Warp Hunter's D-cannon can briefly create an 'æther rift'. Projected a short distance in front of the vehicle, a seething mass of dark energy is unleashed, which sweeps the enemy from its prow. In common with other Falcon variants, the Warp Hunter is also equipped with two shuriken catapults for close anti-infantry defence.

Like all Eldar vehicles, the heart of the Warp Hunter is its psycho-sensitive wraithbone chassis over which are laid psycho-plastics, formed by the Bonesingers using psychic pressure. These materials are light and immensely strong, and have become synonymous with the Eldar race as no others have mastered their unique construction techniques. These can imbue seemingly inanimate and functional items with a 'life-force' or 'spirit' attuned to the Eldar race's innate psychic sensitivity. This also means that their advanced vehicles and weapons cannot be replicated, and no other race can operate them.

The occasional sanctioned attempts to activate captured and damaged Eldar vehicles and weapons by secret Ordo Xenos Investigatus teams have all resulted in complete failure (and the loss of many test-bed servitors).

Like other Eldar grav-tanks, the Warp Hunter has a two-man crew, comprising a pilot and a gunner, who are concealed inside the tank's hull, operating the main weapon's targeting equipment.



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WARP HUNTER...125 POINTS

		Armour		
	BS	F	S	R
Warp Hunter	4	12	12	10

Type:
- Vehicle (Fast, Skimmer, Tank)

Special Rules:
- Æther Rift

Wargear:
- Twin-linked Shuriken Catapults
- Distortion Cannon

Options:
- A Warp Hunter may replace its Twin-linked Shuriken Catapults with:
  - Shuriken Cannon .... +10 points
- A Warp Hunter may take any of the following upgrades:
  - Spirit Stones.. +10 points
  - Star Engines .... +15 points
  - Vectored Engines.. +20 points
  - Holo-field .... +35 points

A Warp Hunter is a Heavy Support choice for a *Codex Eldar* army.

D-Cannon: The D-Cannon uses the Eldar's sophisticated knowledge of warp technology to create a rift of seething warp-energy. A D-cannon's attacks bypass power fields and void shields.

Against models with a Toughness score, D-Cannons always wound on a 2+ and inflict Instant Death on a roll of a 6. Against models with an Armour value roll a D6, the weapon inflicts a Glancing hit on the roll of 2-4 and a Penetrating hit on a roll of 5+.

Æther-Rift: The Warp Hunter can adapt its D-cannon fire to unleash the warp energies contained within it to create a seething Æther-rift in front of the vehicle. In the Shooting phase, instead of using the standard D-cannon Blast profile, you may choose to use the Æther-rift profile instead.

To fire the Æther-rift, place the template so that the narrow end is within 6" of the weapon and the large end is no closer to the weapon than the narrow end. The Æther-rift is then treated like any other template weapon and has the D-cannon special rule.

WEAPON	RANGE	STR	AP	TYPE
Distortion cannon				
- Blast	36"	X	2	Heavy 1, 5" Blast, Barrage, D-cannon
- Æther Rift	Template	X	2	Heavy 1, D-cannon

WRAITHLORD AND WRAITHSEER

When an Eldar spirit passes beyond the mortal realm, it becomes ever fainter, receding deeper into the long, dark sleep of death. But, by the arcane power and knowledge of the Warlock Spiritseers, an Eldar spirit can be recalled.

Once recalled, their spirit stones are used to reanimate wraithbone constructs – the Ghost Warriors. First of these are the Wraithguard, the foot soldiers of the spirit host. Next come the tall, graceful and statuesque Wraithlords. Regarded as precious artefacts, the Wraithlords are still treated by their former ranks, and attend many of the Eldar's council sessions. When planning a war or raid, an Eldar Autarch will often draw upon the Wraithlords' millennia of experience.

But the immortal spirit of an Eldar cannot retain the same bright spark of consciousness as that of the mortal. They exist part in the spirit realm, part in the mortal realm, with reality occurring around them as if in a dream-like state. They can easily become vague and lose focus, momentarily adrift in the spirit realm again. It is the Spiritseer's task to keep the Wraithlord's and Wraithguard's connection to the mortal realm strong.

A Wraithlord can be equipped with any weaponry, supporting the Eldar infantry with heavy weapons fire, or charging forwards with the aspect warriors armed with a fearsome wraithblade. Both the Alaitoc and Mymeara Craftworlds brought their Wraithlords to Betalis III, and the discovery of the remains of the Phoenix Lord on the planet saw many of them emerge from the webway into the thick of the battle at the Tormus Delta, only to come face-to-face with Space Wolves from Bran Redmaw's Great Company.

Many aeons ago, Warlocks of great power that passed into the spirit realm could be summoned to aid a Craftworld again. The Warlock's mortal spirit was contained within the wraithbone matrix of a Wraithlord, becoming a Wraithseer. Rare and precious beyond compare, the Wraithseers are to the Eldar's spirit host what a Warlock is to its aspect warriors and guardians – a war-leader. There are now very few Wraithseers on the Craftworlds, and it is believed that the Spiritseers no longer have the knowledge or skill to re-animate them. As such they are precious indeed, each loss is keenly felt and rarely can they be risked upon the battlefield.

Armed with a distortion cannon and wraithblade and wreathed in eldritch energy, although ancient, a Wraithseer is still a potent foe. Marching at the head of a spirit host, wordlessly guiding their actions, the Spiritseers still retain many of their former powers and instinct for battle.

Eldar legends tell that a few Wraithseers still remain trapped upon their old colony worlds, buried as the leaders of a world's spirit host, but are now long lost. If they could be found then they could, perhaps, be reclaimed. One such Wraithseer was Fialla-Thandiriel, a leader of the Alaitoc Craftworld. It was while searching the webway, and the worlds that lie beyond it for the Wraithseer that Alaitoc's Rangers discovered the portal that led them to the lost Craftworld of Mymeara.

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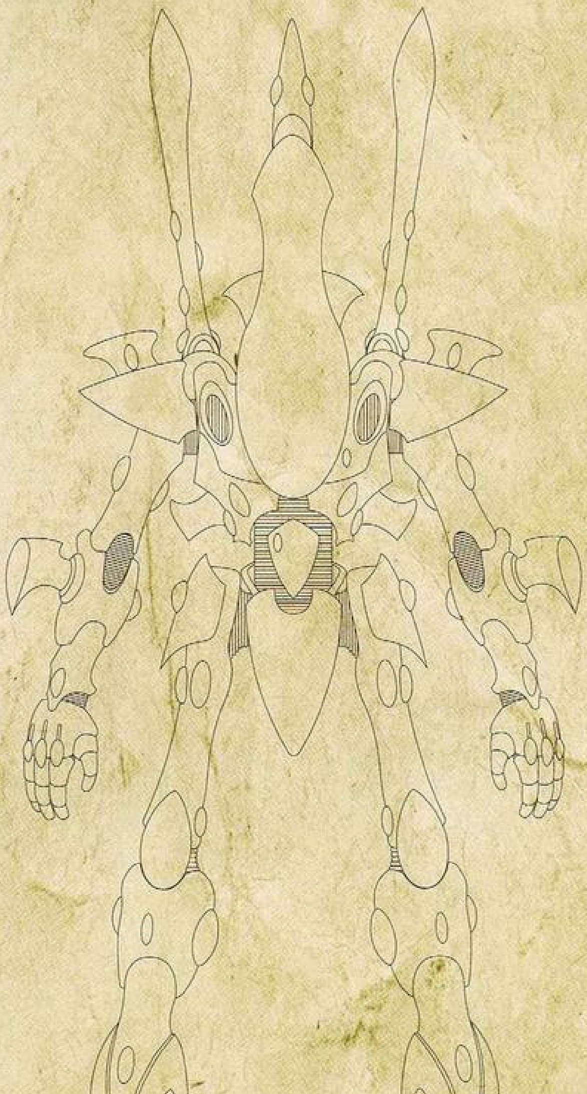

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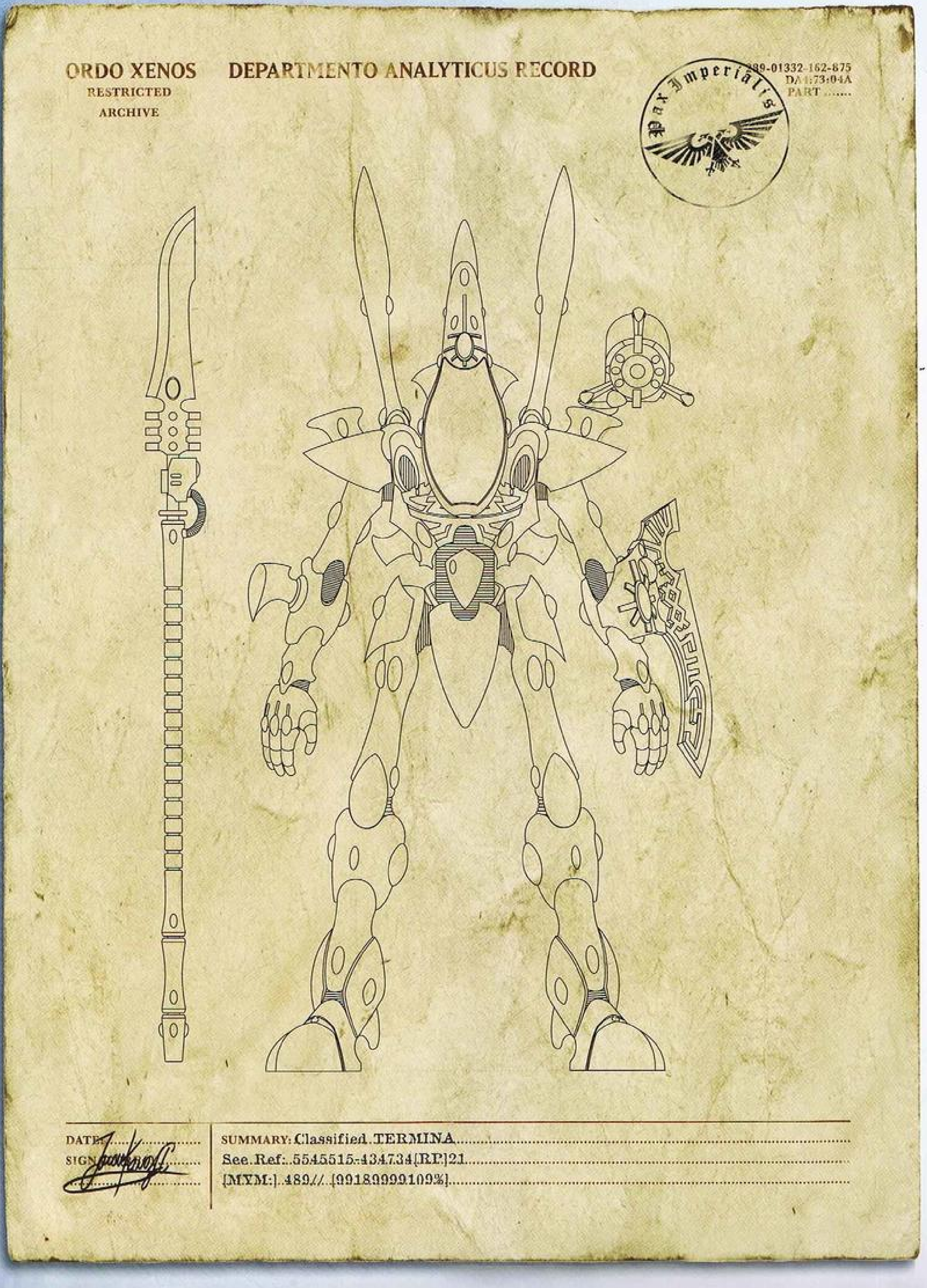

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SUMMARY: Classified TERMINA
See Ref: 5545515-434734[RP]21
[MYM:] 489// [99189999109%]

WRAITHSEER..185 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Wraithseer	5	4	10	8	4	4	3	10	3+

Type:

- Monstrous Creature

Wargear:

- Wraithspear
- Wraithshield

Special Rules:

- Monstrous Creature
- Fearless
- Greater Spiritseer
- Wraithseer Powers

Options:

- The Wraithseer may be armed with one of the following weapons:

- Bright Lance	+30 points
- Scatter Laser	+10 points
- Eldar Missile Launcher	+15 points
- Star Cannon	+20 points
- D-Cannon	+40 points

HQ: An Eldar Wraithseer is a HQ choice for a Codex Eldar army, and in order to include it, the force must also include at least one unit of Wraithguard as well. They may not be used to fulfil the mandatory HQ slot on a Force Organization chart (and therefore you must always include another non-Wraithseer HQ selection in the army).

Greater Spiritseer: A Wraithseer can guide the spirits of the dead. Any Wraithlord or Wraithguard unit within 12" of the Wraithseer need not test for Wraithsight. In addition, cover saves against its shooting attacks, or shooting attacks carried out by Wraithguard or Wraithlords within 12" of the Wraithseer are worsened by one (5+ becoming 6+, 6+ being ignored, etc).

Wraithspear: This massive, rune-etched spear allows the Wraithseer to re-roll failed To Hit rolls in close combat, and adds +1 to all results on the Vehicle Damage chart.

Wraithshield: The Wraithseer has a 5+ Invulnerable save.

WRAITHSEER POWERS

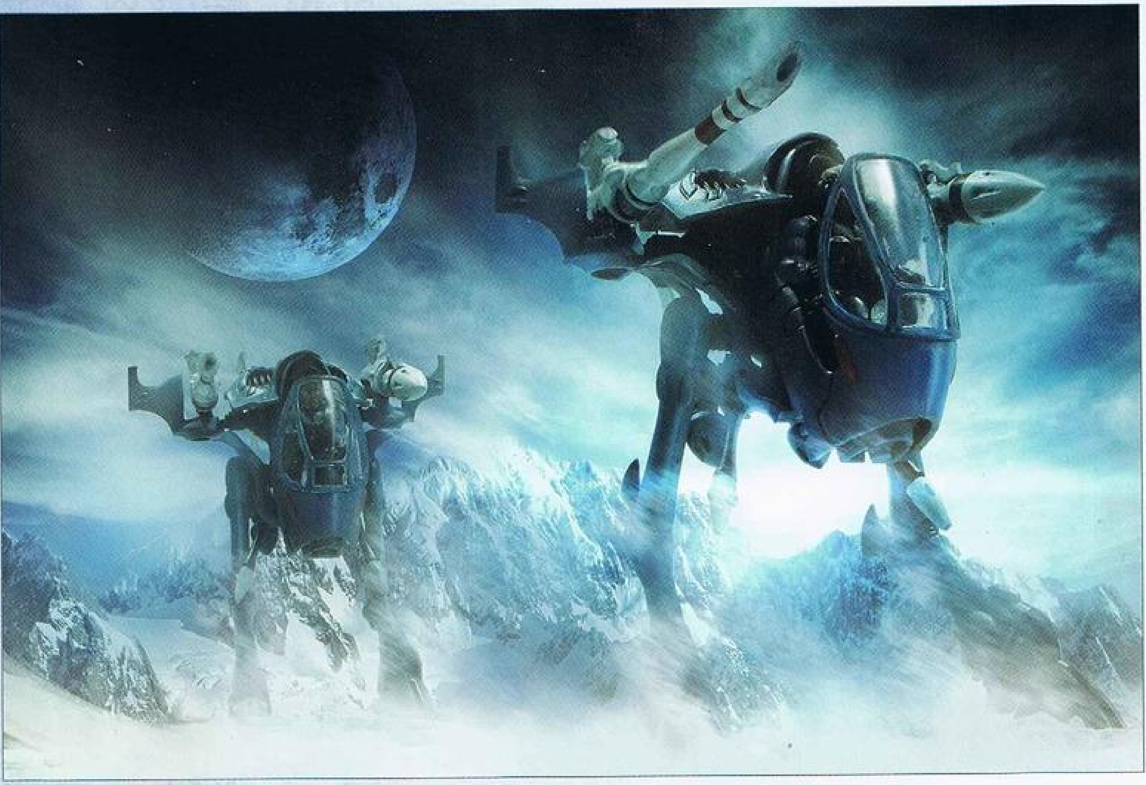
Wraithseers are Psykers who may use one Psychic power per turn and may choose from one of the three Psychic powers listed below each turn to use. These powers are used at the beginning of the Eldar player's turn, and the Wraithseer is not required to have line of sight to its target in order to use these powers.

Foreboding: The Wraithseer invokes the terror of death upon lesser species, clouding their minds with dread. A single enemy unit chosen within 18" must take a Pinning test at -2 Leadership.

Enliven: The Wraithseer enlivens the Eldar spirit stones around him, bringing them fresh vigour and life. A single Wraithlord or a Wraithguard squad within 12" of the Wraithseer gains the Fleet special rule for the rest of the turn.

Deliverance: The fates are marshalled to protect the Wraithseer and their charges. Choose a single Wraithlord or Wraithguard squad within 6" (or the Wraithseer itself). That model (or models) gains the Feel No Pain special rule until the beginning of the next Eldar player turn.

WAR WALKERS



The Eldar utilize many forms of walking war machines. The smallest and lightest are designated as War Walkers. These single-seat walkers are akin to the Imperial Guard Sentinel, but are far more agile and carry more firepower with which to destroy the enemy.

The Eldar War Walker's main role is as a light reconnaissance vehicle, scouting ahead of the main Eldar waves of troops. They are also useful weapons platforms, providing Aspect Warriors and Guardians with much needed suppressing fire, shooting over the Eldar infantry's heads. Armed with two weapons, the War Walker is highly versatile. It can carry almost any combination of weapons, depending upon the enemy it expects to encounter on the battlefield.

Secure in his cockpit, three metres above the ground, the pilot enters a trance-like state. Connected to the Walker's wraithbone core, the pilot is at one with his machine, and this may even be the first step on the path to becoming a steersman of an Eldar Titan for some Eldar. In his task of guiding the War Walker, a pilot is often aided by a spirit stone, the essence of the dead Eldar warrior contained within it assisting with control of the vehicle.

Lacking armour (to preserve mobility), the War Walker's exposed pilot is protected by a shimmering force field. This also helps disguise the War Walker's location and outline. The machine's sophisticated gyroscopic-stabilisation and articulated legs allow it to traverse the roughest of ground quickly.

Light walkers are also common amongst the Corsair bands. Being both mobile and fast, but carrying excellent firepower, they are deployed along with the Corsair squads. To facilitate operating with air-mobile Corsair 'drop' troops, the Corsairs commonly use an adaptation of the standard War Walker, equipped with jump jets. This allows the walker to be deployed directly onto its target from a high-flying Vampire Raider, falling to earth amidst the other Corsairs. Once on the ground, it can still fire its jump jets to bound across the battlefield in short leaps.

During the Battle of the Tormus Delta, with the enemy already located and holding its positions, the War Walkers were not required as Scouts. Instead they operated just behind the Guardian and Aspect squads, lending heavy weapons fire to their assaults. Exposed to the ferocious, heavy fire of the Imperial Guard infantry and artillery, the War Walker squadrons suffered heavy losses. Many War Walkers were also dropped in as part of the Corsairs' infiltration behind the front lines.

During the post-battle clearances, over a hundred War Walker wrecks were listed by Administratum auditors, damaged mainly from attacks by Space Wolves.

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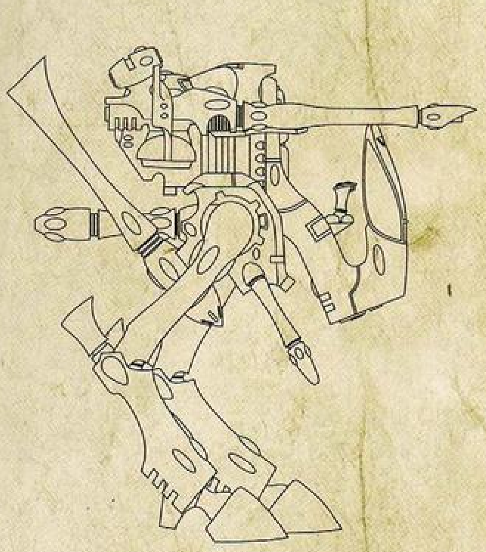

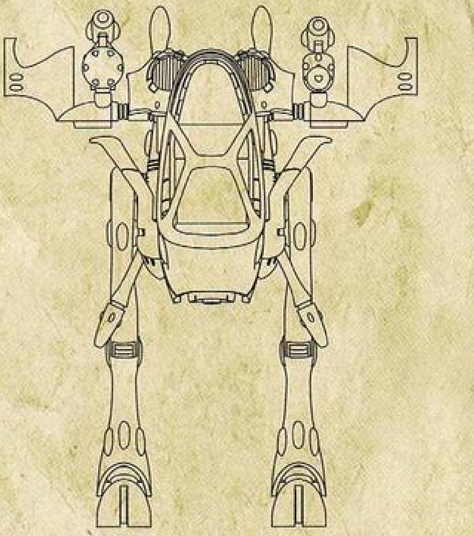

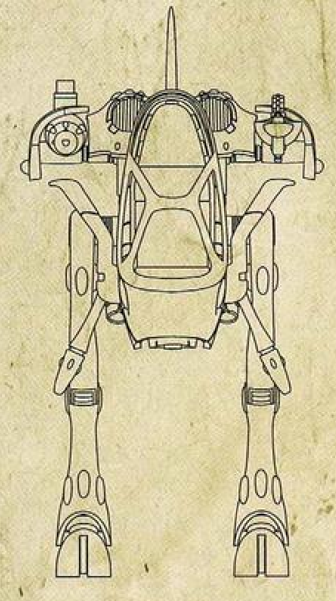

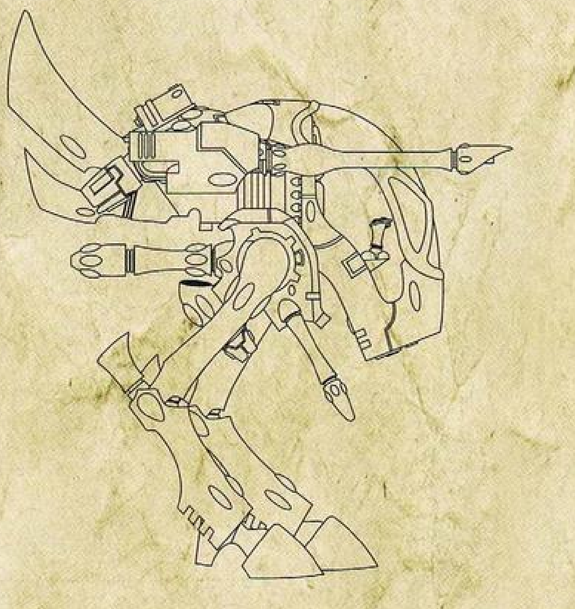

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SUMMARY: Classified TERMINA
See Ref: [HJ/7877787-45%]

WASP ASSAULT WALKER SQUADRON.. 40 POINTS PER MODEL

				Armour				
	WS	**BS**	**S**	**F**	**S**	**R**	**I**	**A**
War Walker	3	3	5	10	10	10	4	2

Unit Composition:
- 1 - 3 Wasp Assault War Walkers

Special Rules:
- Deep Strike
- Wasp Jump Jets

Type:
- Walker

Options:
- Each War Walker is armed with two weapons chosen from the following:
  - Shuriken Cannon ....+5 points
  - Scatter Laser ....+15 points
  - Eldar Missile Launcher ....+20 points
  - Starcannon ....+25 points
  - Bright Lance ....+30 points
- The entire squadron can be upgraded with Spirit Stones for ....+5 points per model

Wasp Jump Jets: Although they forgo the ability to scout as is common to standard Eldar War Walkers, Wasps are fitted with jet-supported anti-grav systems enabling them to rapidly redeploy as part of a Corsair raid. They are treated as Jet Pack infantry for the purposes of movement rather than Walkers. In addition, in the Shooting phase, instead of firing their weapons, the squadron may make a special power-boosted jump move of 12", ignoring intervening terrain as if they were skimmers. After making this move they may not assault that turn or use their special jet pack move. They do, however, gain a cover save of 5+ until their next player turn thanks to their speed, jet-wash, and the dust and debris this kicks up.

A Wasp Assault Walker Squadron is a Fast Attack choice for a *Codex Eldar* army. The Eldar Corsairs have their own variant of this war machine, details of which can be found on page 168.

HORNET

The Hornet is a small, single-seater attack craft deployed by Eldar armoured forces in a fast reconnaissance and raiding role. It can be found at the forefront of Eldar armoured attacks, speeding ahead of the main force of Falcons and Wave Serpents, often operating alongside other high-speed attack craft such as Jetbikes and Vypers.

A versatile vehicle, the Hornet can be fitted to effectively engage any target. From anti-infantry firepower with shuriken cannons and scatter lasers, through starcannon and missile launchers, to precision anti-tank fire with bright lances or even larger pulse lasers.

The vehicle's amazing straight-line speed, manoeuvrability and size also make it popular with Corsair raiders, perfectly complementing their modus operandi. The Craftworld of Saim-Hann has also been observed by the Ordo Xenos utilising large numbers of Hornets in support of their Wild Riders, bringing the agents of the Emperor's Inquisition to the conclusion that it was the Bonesingers of Saim-Hann that first developed the design, which has now spread to other Craftworlds. [Note: Revision of this theory has now been undertaken in the wake of the Betalis III attack].

Even by the Eldar race's high standards, the Hornet's engine is a wonder of its kind. With an estimated top speed of 600 kph, the attack craft is also capable of limited short-range atmospheric flight. Hornet pilots will often have served time riding jetbikes and Vypers, thus making them veterans and masters of the tactics of high-speed combat.

On Betalis III, Eldar Hornets were heavily engaged during the initial assault upon Battle Group Empteda at Alnitac, and in the skirmishes against the convoy deploying Company Retribution into the Tormus Delta in the south of the Alacian Plains, where their anti-tank armament reaped even greater destruction.

Unable to play a major role at the Tormus Delta, the Hornet squadrons headed north where their high-speed hit-and-run role could be used against the Leman Russ and Chimera of Company Vengeance. As the battle developed to favour the orchestrated barrages of the Cadian 6th crews, most of the Hornet squadrons were redeployed to the rear area to patrol, harassing any Imperial vehicles that strayed too far from their comrades.

HORNET SQUADRON .... **65 points per model**

		Armour		
	BS	**F**	**S**	**R**
Hornet	4	11	11	10

Unit Composition:
- 1 to 3 Hornets

Type:
- Vehicle (Fast, Skimmer)

Wargear:
- Star Engines and two Shuriken Cannon

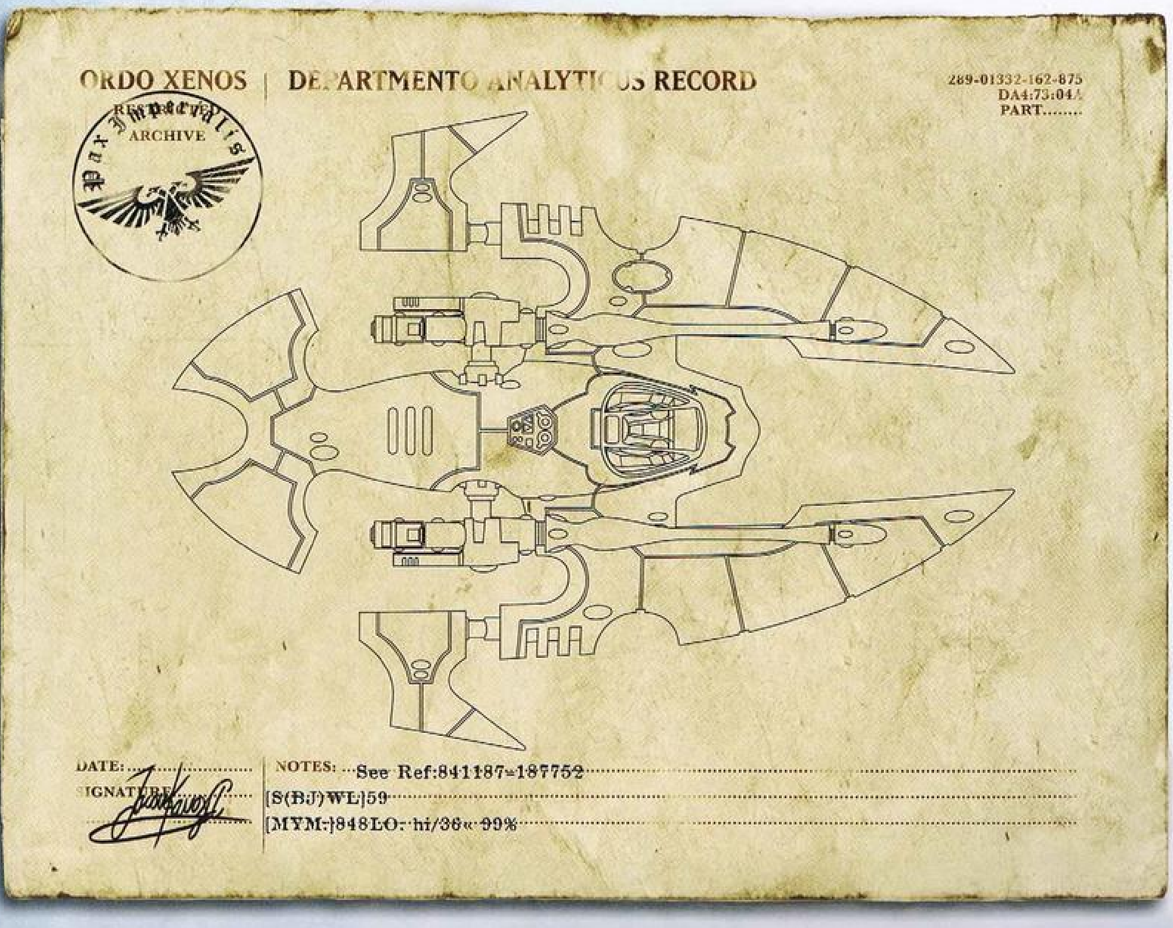
Special Rules:
- Scout
- Aerial Assault

Options:
- Either Shuriken Cannon may be upgraded to one of the following:
  - Scatter Laser .... +10 points each
  - Eldar Missile Launcher .... +15 points each
  - Starcannon .... +20 points each
  - Bright Lance .... +25 points each
  - Pulse Laser .... +30 points each
- A Hornet may take any of the following upgrades:
  - Holo-field .... +35 points
  - Vector Engines .... +20 points
  - Spirit Stones .... +10 points

Star Engines: The Hornet's engines and aerodynamic design are capable of boosting it to breakneck speeds. It may move an additional 12" in lieu of shooting.

Aerial Assault: A vehicle with the Aerial Assault rule that moves at cruising speed may fire all its weapons.

A Hornet Squadron is a Fast Attack choice for an *Codex Eldar* army.



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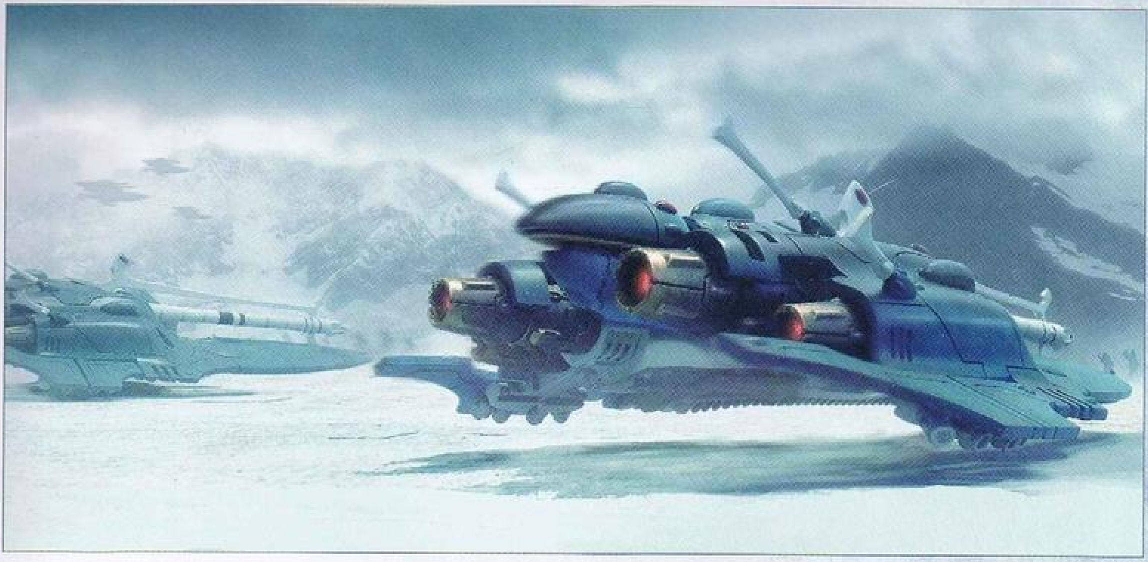
LYNX



The Lynx is a sleek, heavily armoured craft, near invisible to the arcane tracking devices of the Imperium, and is the epitome of the advanced technological skills of the ancient Eldar race. Previously unknown until the appearance of the warhost of Craftworld Mymeara on Betalis III, the Lynx is a heavy grav-tank, superficially similar to the Scorpion, but believed by some of the Adeptus Mechanicus, who have been allowed access to images of the vessel by certain unorthodox elements of the Inquisition, to be of a more antiquated design.

As a newly encountered craft, the Ordo Xenos has yet to quantify its threat, but what has been ascertained from combat reports from those who fought on Betalis III, it appears the vehicle lacks the very heavy firepower of the Scorpion or Cobra, being situated somewhere between the standard Falcon and the Scorpion in terms of armament. What it lacks in firepower, it more than makes up for in speed and manoeuvrability.

During the Betalis III incursion, the Lynx fulfilled the same role that the Scorpion does for other Eldar Craftworlds, being used at the spearpoint of the attack and supporting the other grav-tank squadrons in a heavy armour capacity. Armed with a single pulsar or, more rarely, a sonic lance, it also has a secondary heavy weapon mounted under the cockpit.

Eldar Lynx squadrons did not appear until late on in the battle on the Alacian Plains. It was originally assumed by the Ordo Xenos that this was because the commanders of the Mymearan host were reticent to deploy their Lynx reserves until absolutely necessary, or that their arrival may have been reliant upon sufficient intelligence being provided by their brethren to enable them to concentrate their attacks where they would be most devastating.

The main engagement between the Craftworld Mymeara Lynx squadrons and Company Vengeance was concentrated close to the mountainous canyons surrounding the north-east of the frozen plains. Working their way across land from their portal on the west coast of the continent, the Lynx squadrons were able to fly low and at high speed through the mountains on the northern edge of the battlefield, expertly masking their approach before they launched an assault upon Company Vengeance's eastern flank. Unprepared for an attack from such an unexpected quarter, losses were high, and once again General Odon was forced to change tactics to meet this new danger.

Analysis after the war by the adepts of the Ordo Xenos suggest that the Lynx attacks may have been part of a diversion intended to keep Company Vengeance's commanders occupied whilst the Mymearan Farseer's convoy made its way past them to the Aresta IV mining complex.

The Lynx squadrons eventually suffered serious losses themselves during the heavy fighting later in the battle. Several were confirmed destroyed during a counter-attack by a combination of Company Vengeance and Space Wolves forces.

It is yet to be seen whether this newly identified heavy grav-tank remains unique to the Mymeara Craftworld or if the skills of its production have reached the other Craftworlds, in particular that of their allies Craftworld Alaitoc. As a matter of priority, any future encounters reported by the Imperiums forces will receive the full attention of the Ordos Xenos.

LYNX .... 320 POINTS PER MODEL

		Armour		
	BS	F	S	R
Lynx	4	12	12	10

Type:
- Super-heavy Tank (Fast, Skimmer)

Structure Points:
- 2

Wargear:
- Pulsar and a Shuriken Cannon

Special Rules:
- Eldar Titan Holo-fields
- Targeting Matrix Override
- Sky-hunter

Options:
- A Lynx may exchange its Pulsar for a Sonic Lance .... free
- A Lynx may replace its Shuriken Cannon with:
  - Scatter Laser .... +10 points
  - Starcannon .... +25 points
  - Bright Lance .... +30 points
- A Lynx may be upgraded with:
  - Star Engines .... +30 points
  - Vector Engines .... +40 points

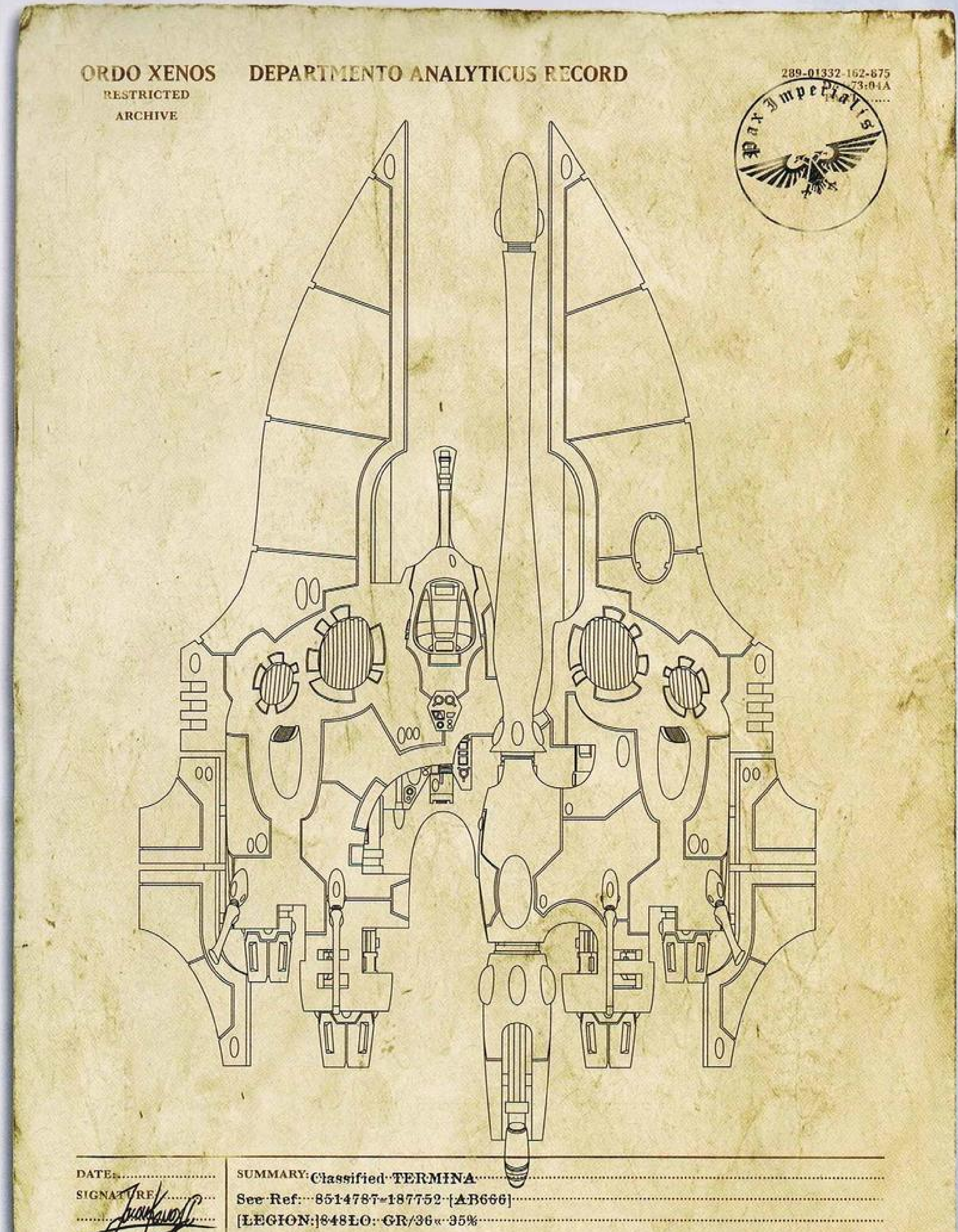
Eldar Titan Holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

Sky-hunter: At the beginning of the Eldar player's turn a Lynx can be played as a Flyer until the beginning of its next turn. However, the Lynx may not fire its weapons in a turn that it flew.

Targeting Matrix Override: Such is the sophistication of the multiple redundant back-up systems controlling the Lynx's main weaponry that its Primary Weapon save against a Gun Crew Shaken or Weapon Destroyed damage result is increased to a 3+ instead of the usual 4+.

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Primary Weapon
Sonic Lance	Hellstorm	X	2	Heavy 1, Primary Weapon, Pinning

Sonic Lance: To fire the Sonic Lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the wider end is no closer to the weapon than the narrow end. The Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 3+ regardless of Toughness. Against vehicles the Sonic Lance rolls 3D6 for armour penetration.



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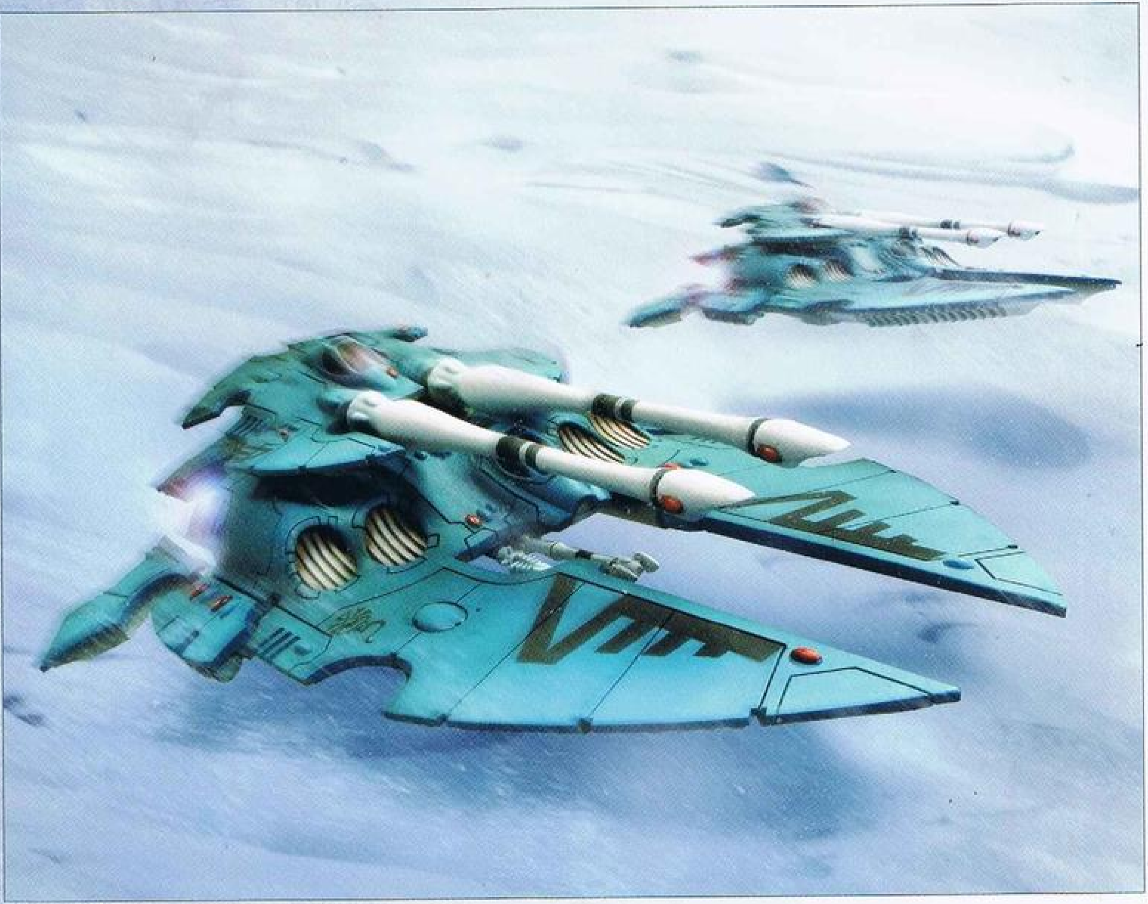
SUMMARY: Classified TERMINA
See Ref: 8514787-187752 [AB666]
[LEGION:]848LO: GR/36« 35%

SCORPION AND COBRA



Whilst the Falcons, Fire Prisms, Night Spinners and Fire Storms form the backbone of the Eldar race's swift armoured attack waves, they are often supported by heavy grav-tanks. Designated as the Scorpion and the Cobra, these huge vehicles carry very heavy firepower, and are broadly comparable to Imperial Guard super-heavy tanks.

The Scorpion is amongst the largest vehicles recorded capable of anti-gravitic movement. Known to the Eldar as an 'Engine of Vaul', it combines sophisticated and powerful weaponry with the grace and speed that have come to be associated with the Eldar's vehicles.

It is protected by holo-fields and armed with two turret-mounted pulsars and a secondary shuriken cannon for anti-infantry defence. The Scorpion's main role seems to be as a tank hunter, engaging and destroying enemy armour at long range. Such is its effectiveness that it has become widely feared by Imperial Guard tank crews, earning it the nicknames 'Grave-maker' and 'Deathsled'.

The Cobra is another of the Engines of Vaul, much like the Scorpion, but rearmed with a large D-cannon. Designed to find and destroy enemy war machines, their protective force fields are little defence against the D-cannon's heinous energies. The Cobra has little other weaponry, as its only role is to seek out and destroy the largest enemy war machines.

As with all Eldar vehicles, crew numbers are kept to a minimum. The dwindling civilisation of the Eldar means they must rely upon sophisticated technology and the wraithbone construction of their vehicles, freeing more warriors from crewman duties to fill the ranks of Guardian and Aspect warrior squads.

Alaitoc's and Mymeara's Scorpions and Cobras played a leading role in the Battle on the Alacian Plains during the Betalis III incursion. Scorpion pulsar fire accounted for many of the destroyed Imperial Guard vehicles left littering the icy wilderness. After the fighting, the wrecks of five Scorpions were recorded by Administratum auditors. Cobra losses were unknown.

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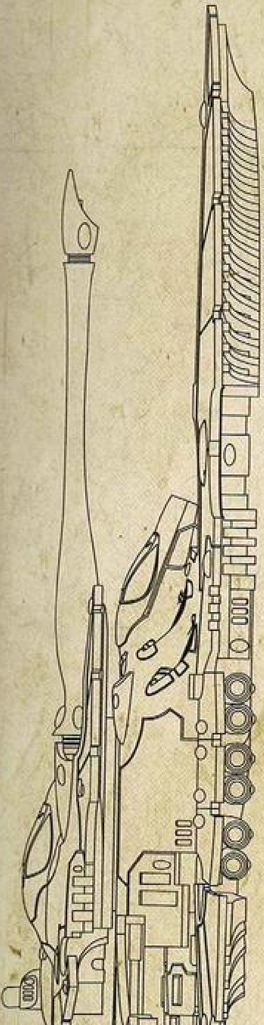

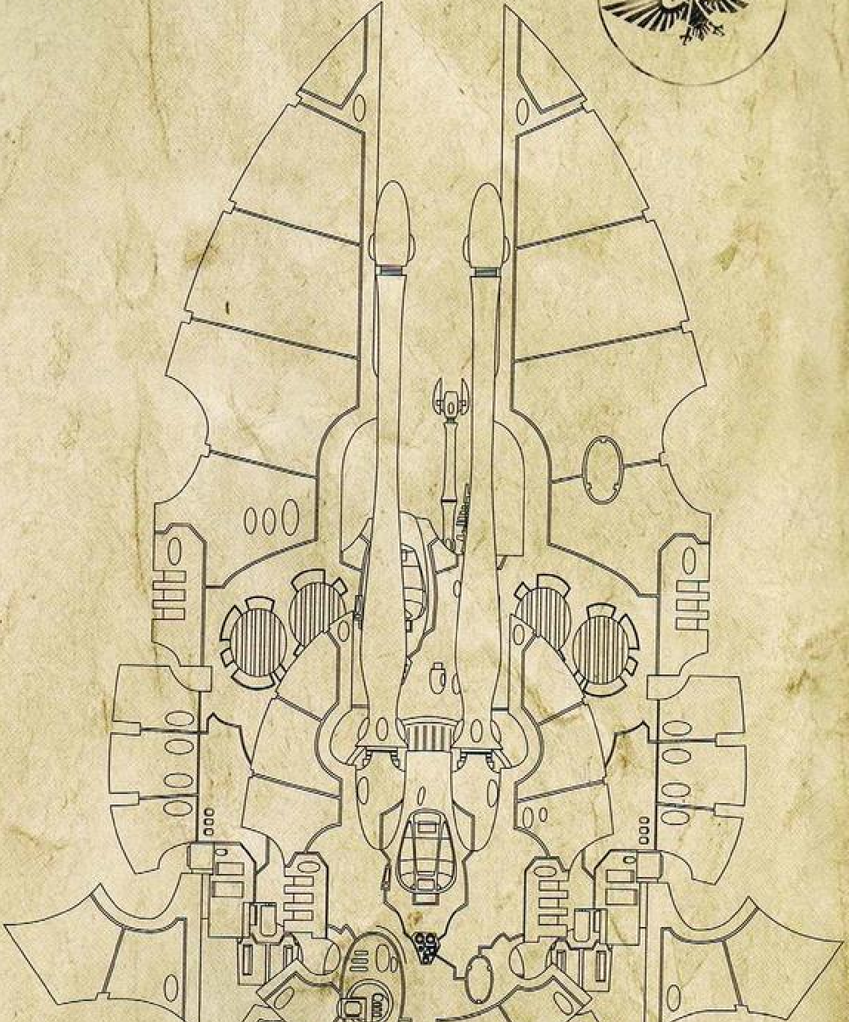

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SCORPION .... 500 POINTS PER MODEL

		Armour		
	BS	F	S	R
Scorpion	4	12	12	11

Unit Composition:
- 1 Scorpion

Unit Type:
- Super-heavy Tank (Fast, Skimmer)

Structure Points:
- 3

Wargear:
- Twin-linked Pulsars and a Shuriken Cannon.

Special Rules:
- Eldar Titan Holo-fields

Options:
- Any Scorpion may replace its Shuriken Cannon with a:
  - Scatter Laser .... +10 points
  - Eldar Missile Launcher .... +15 points
  - Starcannon .... +20 points
  - Bright Lance .... +30 points
- A Scorpion may take the following upgrades:
  - Vectored Engines .... +40 points
  - Star Engines .... +30 points

Eldar Titan Holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon

COBRA .... 600 POINTS PER MODEL

		Armour		
	BS	F	S	R
Cobra	4	12	12	11

Unit Composition:
- 1 Cobra

Unit Type:
- Super-heavy Tank (Fast, Skimmer)

Structure Points:
- 3

Wargear:
- D-cannon
- Shuriken Cannon

Special Rules:
- Eldar Titan Holo-fields

Options:
- Any Cobra may replace its Shuriken Cannon with a:
  - Scatter Laser .... +10 points
  - Eldar Missile Launcher .... +15 points
  - Starcannon .... +20 points
  - Bright Lance .... +30 points
- A Cobra may take the following upgrades:
  - Vectored Engines .... +40 points
  - Star Engines .... +30 points

WEAPON	RANGE	STR	AP	SPECIAL
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon

Eldar Titan Holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

NIGHTWING

The Eldar race's frontline combat aircraft is the infamous Nightwing. Hated by all enemies of the Eldar, it is a sleek and deadly aircraft, capable of out-matching just about any other aircraft in the sky. The Nightwing is the pinnacle of Eldar aircraft technology, a superbly designed fighter-interceptor that provides Eldar Craftworld forces, and Eldar Corsair raiding parties, with the decisive edge in aerial combat. Utilising the Eldar's sophisticated anti-gravity technology, the Nightwing is capable of aerobatic feats most Imperial Navy pilots would consider impossible.

The Nightwing is extremely fast in a straight line, utilising its swept wing design for extra speed. With its wings in a backwards position it can easily outpace any Imperial Navy fighter. For extreme manoeuvres, the wings sweep forwards, allowing the Nightwing to pull high speed, high-g turns, and brake the aircraft very rapidly during a dogfight. Eldar pilots master this manoeuvre, suddenly braking and swerving hard to throw off pursuit.

Dog-fighting is where the Nightwing really excels. It is not heavily armed for ground attack missions, although its bright lances are still powerful enough to destroy enemy tanks should the opportunity present itself. For specialist ground attack missions the Eldar usually turn to the Nighwing's larger cousin, the Phoenix. The Nightwing's armament is primarily designed for engaging and destroying enemy aircraft.

Like other Eldar vehicles, the Nightwing relies on speed and agility to avoid damage rather than armour. The Nightwing is protected from enemy fire by image distorting holo-fields. The field generator makes it difficult for enemy targets to lock on to the Nightwing, and throws out false images which can confuse enemy pilots.

Nightwing pilots are almost always young Eldar who have yet to travel the darker Aspect paths. Many do have previous experience as Jetbike riders or from crewing Vypers or Falcons. Those with the desire and the aptitude may then move on to fly Nightwings. Many pilots will also go on to walk the Path of the Outcast the heady lure of fighting at such extreme speeds triggering their suppressed bloodlust and emotions, and Eldar Corsair bands are often well equipped with Nightwings, to support their lightning raids.

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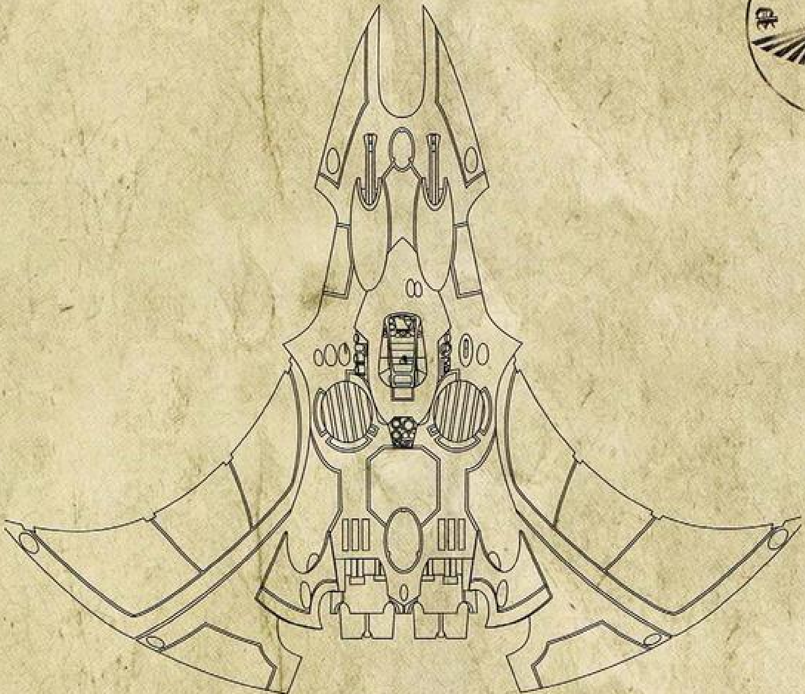

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ORIGIN: Void Dragons Cadre

DESIGNATION: 'Nightwing'

VEHICLE CODENAME: N/A

VEHICLE TYPE: Fighter/interceptor

CREW: One – pilot

WEIGHT: Approx 5 tonnes

LENGTH: 12m

WIDTH: 15.4m

HEIGHT:

MAX RECORDED SPEED: 3600 kph

MAIN ARMAMENT: Two nose-mounted shuriken cannons

SECONDARY ARMAMENT: Two ventral-mounted brightlances

TRAVERSE & ELEVATION:

AMMUNITION: Monomolecular projectiles and laser based devices

ARMOUR TYPE: Bio-molecular derivative material

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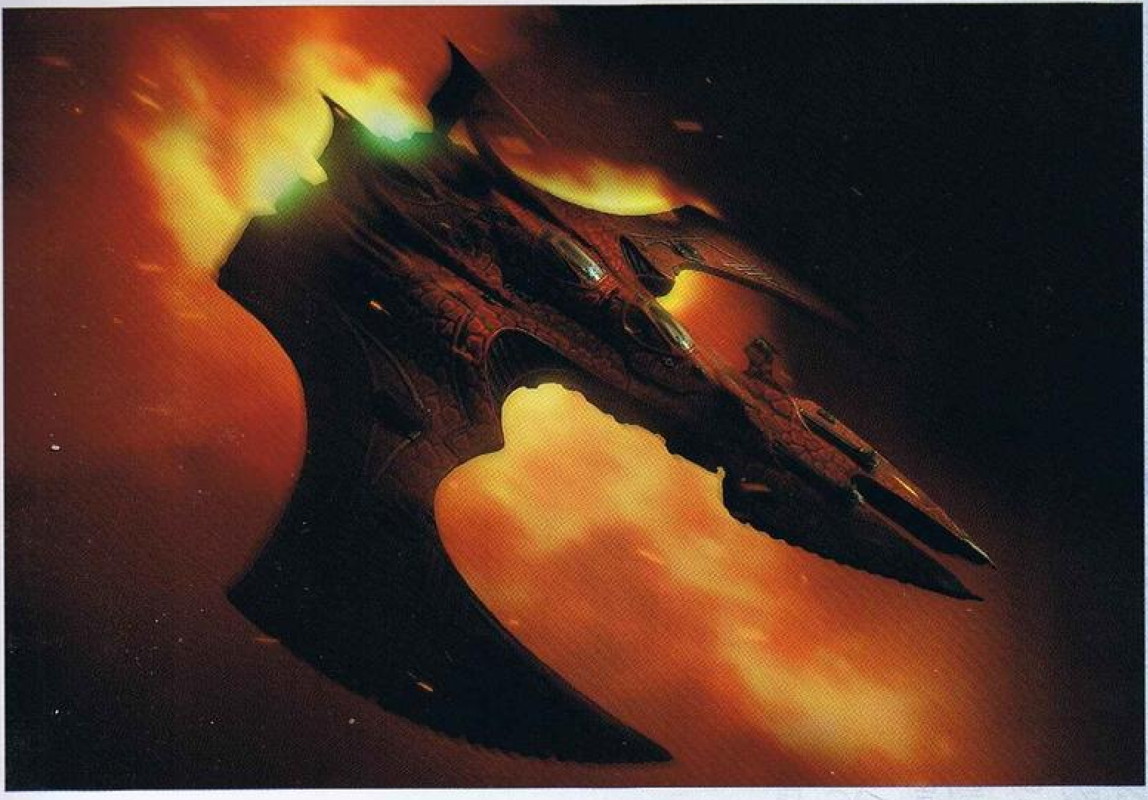
SUMMARY: Classified TERMINA
See Ref: 6866118/181753 [NW894%]
[LEGION:]/rg.hiru: KJ 89%« 35%

PHOENIX



The Phoenix has many features in common with the Nightwing, but lacks the straight line speed and top end manoeuvrability of the fighter, instead carrying a larger weapons payload for its role as a ground attack fighter. Despite its loss of speed, the Phoenix is still an outstanding aircraft, capable of tangling with most enemy fighter aircraft and still coming out on top.

The Phoenix's weapons load includes two nose-mounted shuriken cannons, primarily for use against enemy aircraft. Below the fuselage is a single centreline mounted pulse laser, a powerful, rapid firing laser weapon used for pinpoint accuracy against hard targets. The fuselage also holds the Phoenix's main ground attack weapons, two rapid discharge Eldar missile launchers, armed with plasma missiles. These area saturation weapon, obliterating a target in a hail of expanding plasma explosions.

The Phoenix has two crew, one pilot to fly the aircraft, whilst the co-pilot operates the weapons systems, and the aircraft is well protected inside a disruptive holo-field.

Like all Eldar aircraft, the Phoenix is constructed of complex psycho-plastics, formed into solid shapes under psychic pressure by the Eldar's Bonesingers. The fuselage is reinforced by wraithbone for extra strength and resilience. This also means the crew will be psychically attuned to their craft, improving response times and allowing the pilots to control the aircraft with the utmost efficiency.

Phoenix are common throughout all the Eldar Craftworlds, and amongst Eldar Corsair bands. Those aircraft from Craftworlds bear the usual colours associated with them. Corsair bands use more flamboyant colour schemes and motifs, often allowing pilots to individually decorate their aircraft, with flames, skulls and mythical beasts being common devices.

The Eldar race's long history of warfare has taught them the value of such air power, and their aircraft have been developed to give them aerial supremacy over any battlefield they must fight on, against any foe. With Nightwings flying as escort cover, to intercept and destroy enemy fighters, this clears the way for the Phoenix to swoop in low against enemy ground targets.

During the Battle of the Alacian Plains, the Phoenix provided the Eldar craftworlds and corsairs with their primary ground attack weapons. A Phoenix-led airstrike was responsible for much of the destruction wrought upon the tanks and heavy guns of Battle Group Empteda at Alnitac.

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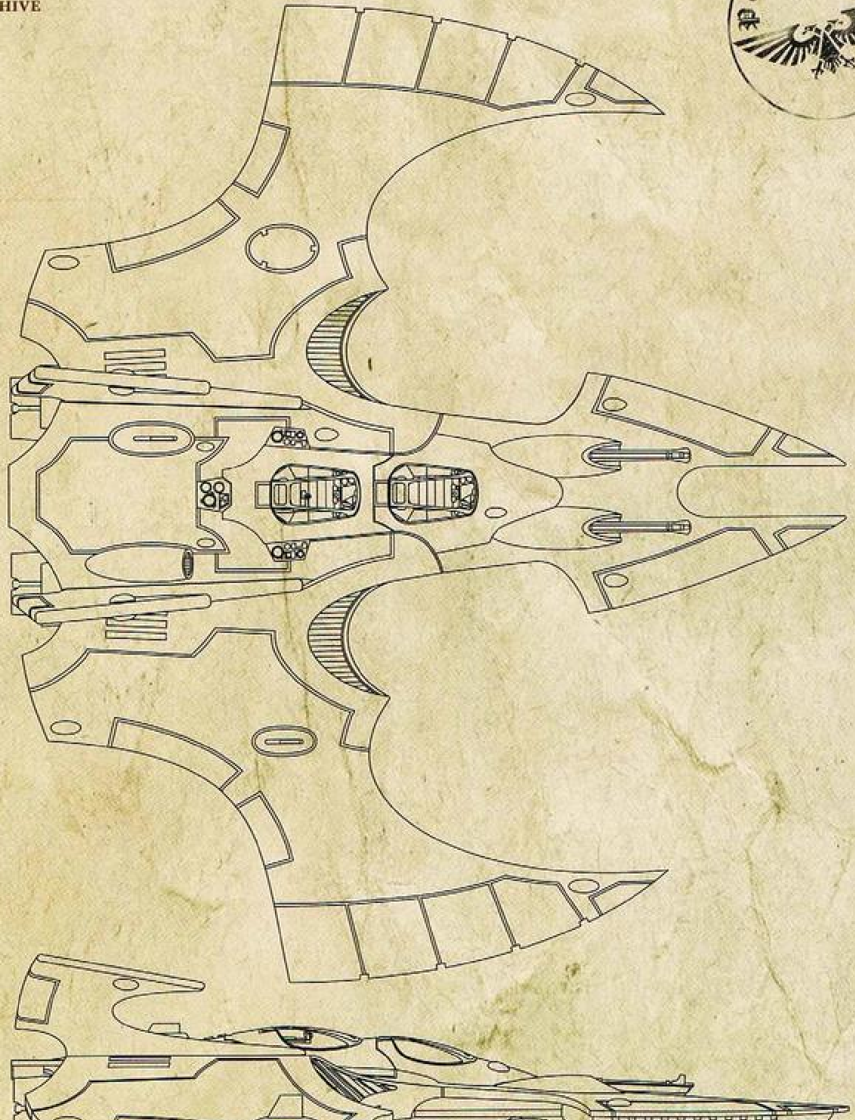

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VAMPIRE RAIDER AND VAMPIRE HUNTER

The Vampire Raider is the largest atmospheric aircraft yet encountered, although as a drop ship it can also operate in the hard vacuum of space. It is used primarily as a transport for Eldar assault forces, descending from orbiting spacecraft to strike at their targets before quickly withdrawing. As a drop ship it is highly favoured by Eldar Corsair bands, which make wide use of Vampires to drop or land their raiding parties.

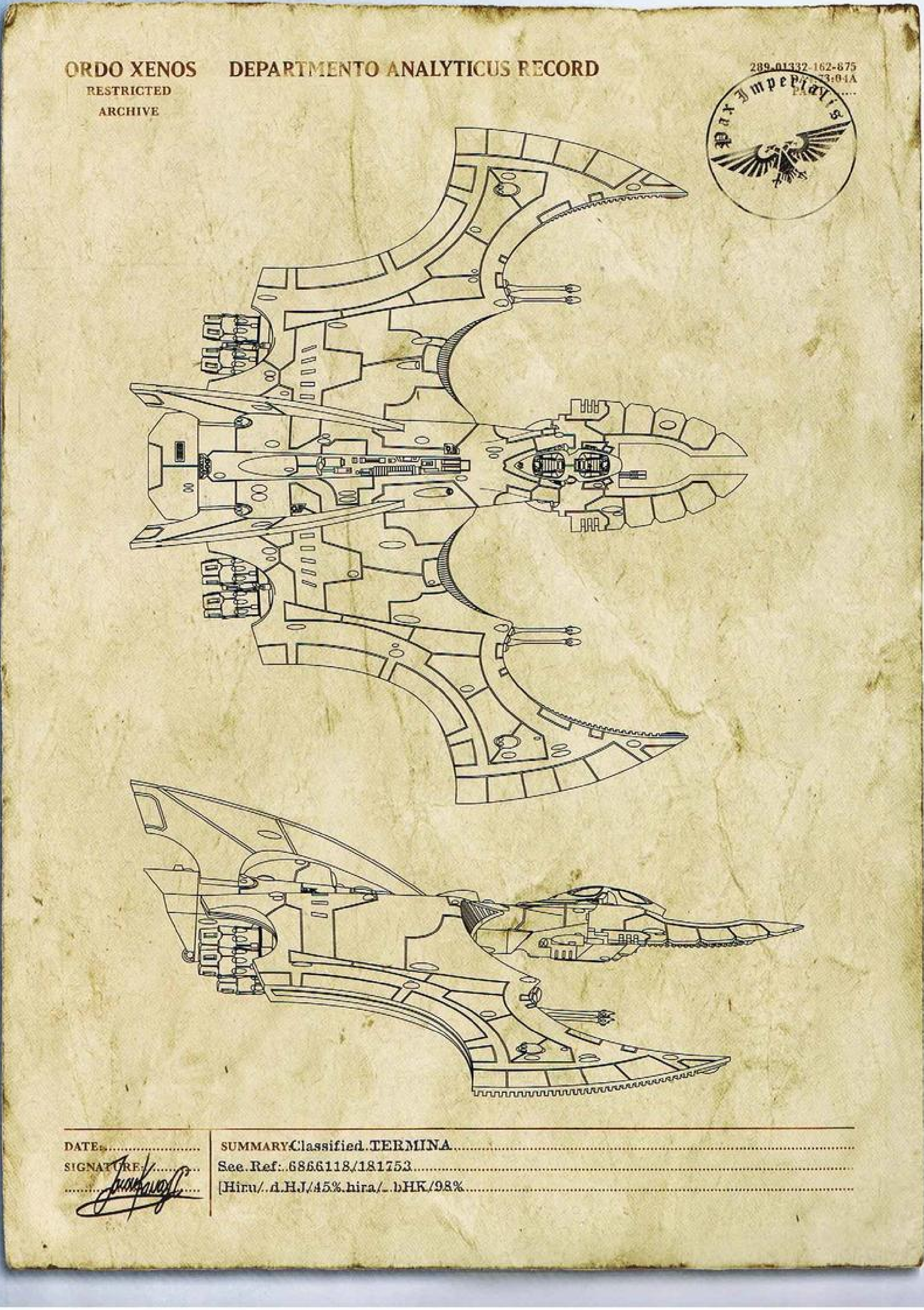
For its size, the Vampire is fast, agile and well-armed – mainly for supporting fire as it approaches a landing zone. It has a nose-mounted scatter laser and two under-wing hard points which mount twin-linked pulse lasers. It also utilises holo-fields for protection. When Vampires are required to land troops into dangerous landing zones then they usually fly with an escort of Nightwings.

The Vampire can carry up to 30 troops in its passenger compartment and has two crew, a pilot and co-pilot. Other variants of the standard Raider have been identified, usually upgraded with heavier weapons as ground attack bombers and as heavy transports, gravitic hooks locking it onto a Falcon or Wave Serpent. The heaviest armed Vampire Raider variant has been re-classified as the 'Hunter'.

The Vampire Hunter is the variant of the Vampire Raider converted for use as a heavy ground attack bomber rather than as a troop shuttle. It foregoes any transport capacity for additional heavy armament, and carries massive pulsars and multiple missile launchers. The Vampire Hunter is a super-heavy gunship, capable of taking on the heaviest enemy units, including Titans, and is only deployed onto the fiercest battlefields against large targets. They fly on missions to engage specific enemy targets, such as an attacking Titan, and each Vampire Hunter will usually have its own Nightwing fighter cover to support its attack runs and keep enemy aircraft at bay.

The Hunter is just one of several identified variants of the standard Vampire, usually carrying different armament, deployed by different Craftworlds and Corsair bands. Despite its heavy weapons load, the Hunter retains the Vampire's amazing manoeuvrability and speed (for such a large aircraft), and, like all Eldar aircraft, is protected by its holo-field.

On Betalis III, Vampire Raiders were extensively used by the Corsair bands, delivering their forces in on jump packs from high altitude. Very few Hunters were identified, and were concentrated in the attacks upon Battle Group Empteda at Alnitac.



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VAMPIRE RAIDER..730 POINTS PER MODEL

		Armour		
	BS	F	S	R
Vampire	4	10	10	10

Unit Composition:
- 1 Vampire Raider

Type:
- Super-heavy Flyer

Structure Points:
- 3

Wargear:
- Two wing-mounted Twin-linked Pulse Lasers
- Scatter Laser

Special Rules:
- Eldar Titan Holo-fields

Options:
- A Vampire Raider may replace both its Twin-linked Pulse Lasers with Twin-linked Phoenix Missile Launchers*..Free
- A Vampire Raider may replace both its Twin-linked Pulse Lasers with a single, centre-line mounted Pulsar*...free

*If either of these upgrades is taken the transport capacity is reduced to 20.

Transport Capacity:
- The Vampire Raider can carry up to 30 models. It may not carry an Avatar, Wraithlord or any other vehicle. Wraithguard count as two models.

WEAPON	RANGE	STR	AP	TYPE
Pulse Laser	48"	8	2	Heavy 2
Scatter Laser	36"	6	6	Heavy 4
Phoenix Missile Launcher	48"	5	3	Heavy 3
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon

VAMPIRE HUNTER..730 POINTS PER MODEL

		Armour		
	BS	F	S	R
Vampire Hunter	4	10	10	10

Unit Composition:
- 1 Vampire Hunter

Type:
- Super-heavy Flyer

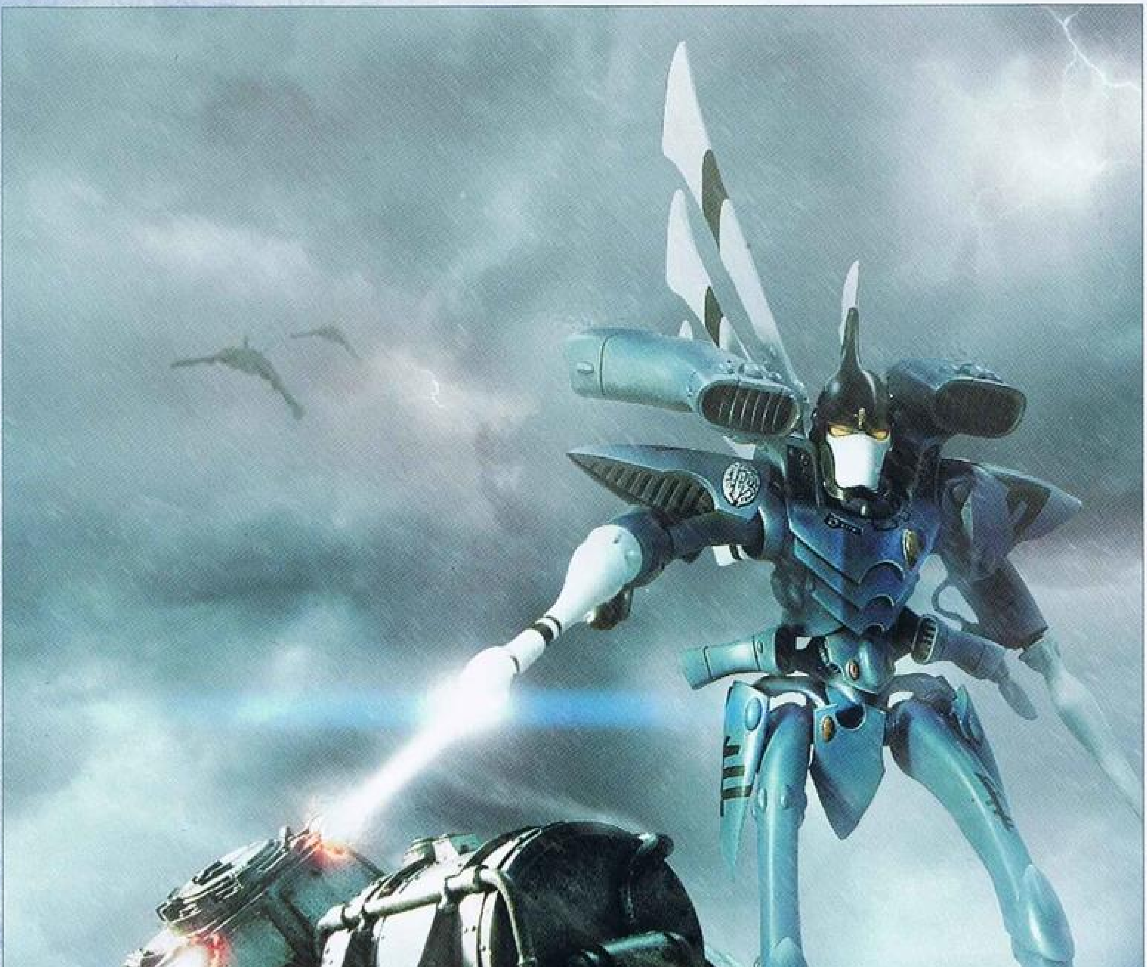
Structure Points:
- 3

Wargear:
- One wing-mounted Twin-linked Pulsar
- One hull-mounted Twin-linked Phoenix Missile Launcher
- Nose-mounted Scatter Laser

Special Rules:
- Eldar Titan Holo-fields

WEAPON	RANGE	STR	AP	TYPE
Phoenix Missile Launcher	48"	5	3	Heavy 3
Scatter Laser	36"	6	6	Heavy 4
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon

REVENANT TITAN



The smallest of the Eldar Titans is the Revenant. Built for grace and beauty over the more functional machines of the Imperiums Titan Legions, all Eldar Titans are tall, slim and graceful in their movements (by the standards of a towering war machine), which allows them to move swiftly and smoothly into battle. To aid its combat speed the Revenant is also equipped with advanced jump jets and gravitic motors, allowing it to leap, clearing difficult terrain and advancing quickly to harass the enemy, before firing its jets again and withdrawing with equal speed.

The principal weaponry of the Revenant is the feared pulsar, a high yield, rapid firing laser weapon as only the Eldar can master. As well as the more common pulsar, Revenants have also been encountered armed with a sonic lance, a short-range sonic weapon using the same technology as the smaller vibro-cannon. Its resonant sonic waves shake its targets apart, leaving enemy infantry disorientated.

A Revenant's secondary armament is its shoulder-mounted missile launcher, loaded with plasma warheads. These rapid firing missiles are used at close range for anti-infantry defence.

Each Revenant is protected by its holo-fields. Projected by the Titan's fins, the image-distorting field confuses scanners, auspex and targeters and, lacking the very heavy frontal armour of a Reaver or Warlord, it is the Titan's principal defense against incoming fire. Each Titan is guided by a single crewman, known by the title of Steersman. The pilot merges his consciousness with the spirits within the Titan's wraithbone core, becoming one with the machine.

Incredibly versatile, the Revenant is deployed in a variety of ways. Amongst the Phantom Titans it can operate in a forward scout role. Its jump jets give it the speed to be deployed in support of speeding armoured aspect assault waves, or it can act as extra heavy firepower to defensive Guardian squads.

Revenants of both the Mymeara and Alaitoc craftworlds fought in all these roles during the incursion of Betalis III, supporting Eldar attacks with their pulsar fire, often leaping into the front lines or leading an attack whilst the Phantom Titans provided longer range fire. They made light work of the rough, mountainous terrain, on the planet allowing them to secure advantageous firing positions where no other Titan-sized machine could go. Revenant pulsar fire was also believed to be responsible for damaging the Reaver Titan *Invictus Nova*, and numerous Imperial Guard super-heavy tanks that supported it.

A noted tactic for the Eldar is to pair their Titans together. Linked telepathically by the blood-ties of the Steersmen, they always fight side-by-side. Paired Eldar Titans often have joint names. Long and complex by the standards of the Imperium's Titan Legions, these war machines bear elaborate titles which when translated read as 'Hearts Armoured for Battle', 'Eagles Born of Flame', 'Revenge upon Ancient Wrongs', 'Guardians at the Gates of Infinity' and 'Protectors of the Fallen'.

REVENANT TITAN .... 800 POINTS PER MODEL

				Armour				
	WS	BS	S	F	S	R	I	A
Revenant Titan	3	4	10	12	12	10	2	1

Options:
- The Revenant may replace both its Pulsars with two Sonic Lances for .... Free.

Unit Composition:
- 1 Revenant Titan

Unit Type:
- Super-heavy Walker

Structure Points:
- 3

Wargear:
- Two Pulsars and a Revenant Missile Launcher.

Special Rules:
- Eldar Titan Holo-fields
- Agile
- Jump Jets

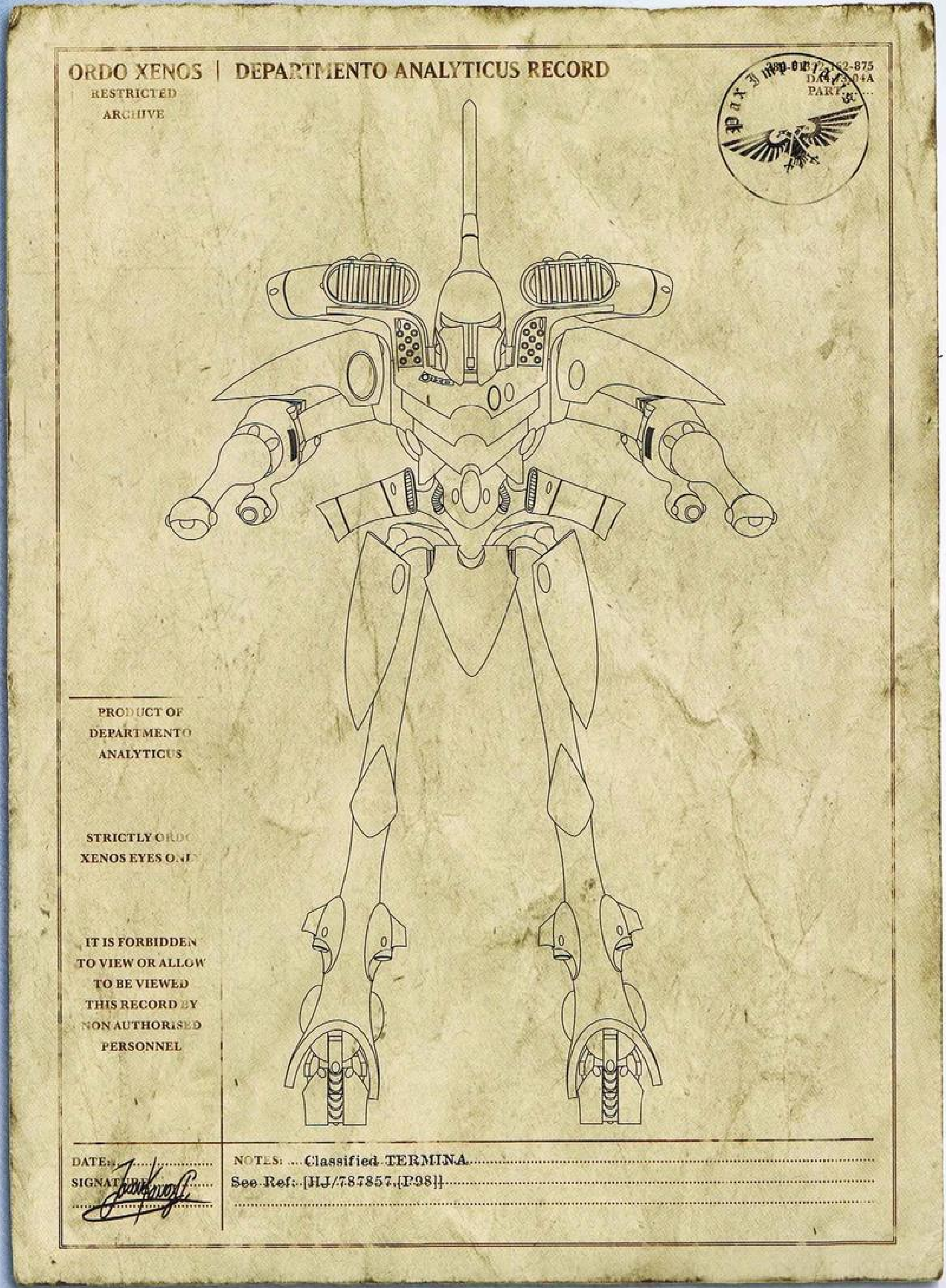
WEAPON	RANGE	STR	AP	SPECIAL
Revenant Missile Launcher	24"	5	3	Heavy 4
Pulsar	60"	D	2	Heavy 2, 5" Blast, Destroyer, Primary Weapon
Sonic Lance	Hellstorm	X	2	Heavy 1, Primary Weapon, Pinning

Sonic Lance: To fire the Sonic Lance, place the Hellstorm template so that the narrow end is within 18" of the weapon and the large end is no closer to the weapon than the narrow end. The Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 3+ regardless of Toughness. Against vehicles the Sonic Lance rolls 3D6 for armour penetration.

Eldar Titan holo-fields: As long as the vehicle moved in the previous turn, it gains a 4+ Invulnerable save against attacks.

Agile: In the Shooting phase the Revenant may divert some of the energy from its primary weapons towards its legs, so it can choose either to:
- Fire all weapons and move as normal
- Fire a single primary weapon and move an extra D6" (as per the Fleet special rule).
- Fire no weapons at all and move an extra 2D6" (as per the Fleet special rule).

Jump Jets: Instead of moving normally, the Revenant may engage its jump jets. This allows it to travel up to 36" in the Movement phase, ignoring all terrain and models as it does so. It may not land on friendly units or difficult/dangerous/impassable terrain, but it can land on enemy units, resolving this as a Tank-shock. If it uses its jump jets, the Revenant may not fire its primary weapons nor use the Agile rule that turn, but it may assault as normal.



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PHANTOM TITAN

The Phantom is the largest of the Eldar Titans. Tall, slender and graceful, it is agile and fast when compared to the lumbering armoured behemoths of the Imperium. Each of these mighty Titans is the pinnacle of Eldar warcraft, built around a powerful psychic wraithbone core which permits the spirits contained within to flow freely through the Titan, helping to guide the machine and its Steersman pilot.

The Steersman is an experienced master of his art. He controls the Titan from its cockpit, towering 25 metres above the battlefield. Locked in a deep trance-like state, his spirit merges with those of the wraithbone to create one sentience, which in turn guides the Titan, almost allowing it to think, react and manoeuvre with the speed of an Aspect Warrior. As with the Revenant, the Phantom's large rear fins project its surrounding holo-field.

The Phantom carries some of the Eldar's largest and deadliest weaponry. Amongst the Titan Legion Princeps and Moderatii, it is rightly feared for its huge pulsars. These are laser energy weapons of massive power, capable of piercing the thickest armour with ease. With long range and its high rate of fire, the massive pulsar is a weapon that has become synonymous with the Phantom and is far superior than anything the Adeptus Mechanicus has sanctioned for use on its own Titans.

No less deadly is the Phantom's Distortion cannon, a larger version of the weapon carried by the Cobra super-heavy tank. It tears a huge black seething rift in reality, allowing warp energies to flood into, through and around the target, tearing it apart. The final Phantom weapon is the less common power-glaive, known as the Ashuna-Valcry'le (approximate translation, the 'Sleepless Harbinger of Destruction'), it is a bladed Titan close combat weapon that also mounts two starcannons.

As well as its primary arm weapons, the Phantom has secondary weapons, high up on its shoulder mounts. These can include a starcannon and a multiple plasma warhead missile launcher for close anti-personnel and anti-aircraft defence.

War machines of such size and power as the Phantom Titan are not deployed for the Eldar race's usual modus operandi of raids and surgical strikes. These massive war machines are reserved for the heaviest fighting, when a Craftworld must engage in a pitched battle, when fast hit-and-run raiding will not suffice and the Eldar wish to wreak terrible destruction upon their enemies. Only then do the webway portals open wide and allow the Phantoms to stride forth. Times must be desperate indeed for the Seer Council to decree the deployment of such gods of war.

A rarely encountered variant of the Phantom is known as the Warlock Titan. It contains the spirits of mighty Eldar Seers and Warlocks, still held within its wraithbone core. These spirits of the dead are not powerless, and they can still merge their psychic strength, creating a potent war engine that combines the firepower and grace of the Phantom with the innate abilities of these leaders of the Eldar race, to create the pinnacle of psychic engineering.

PHANTOM TITAN..**2,500 points per model**

				Armour				
	WS	BS	S	F	S	R	I	A
Phantom Titan	3	4	10	13	13	11	3	3

Unit Composition:
- 1 Phantom Titan

Type:
- Super-heavy Walker

Structure Points:
- 8

Special Rules:
- Enhanced Eldar Titan Holo-fields
- Agile
- Towering Monstrosity
- Spirit Guide

Wargear:

Carapace Weapons:
- The Phantom Titan is armed with the following:
  Phantom Titan Missile Launcher
  Phantom Titan AA Launcher on Anti-aircraft Mount
  Phantom Titan Starcannon

Arm Weapons:
- The Phantom Titan must choose two weapons from the following:
  Phantom Titan Pulsar
  Phantom Titan Distortion Cannon
  Titan Close Combat Weapon (may only take one Titan close combat weapon – gain +3A) including Twin-linked Phantom Starcannons.

Options:
- The Phantom Titan may replace its carapace mounted Phantom Titan Starcannon with a Pulse Laser..............................Free

Enhanced Eldar Titan Holofields: The Eldar Titan has a 4+ Invulnerable save, which increases to a 3+ invulnerable save if it has moved in this turn or in the previous turn. In addition, close combat attacks other than by other Super-heavy Walkers or Gargantuan Creatures, need to roll a 6 to hit the Phantom Titan.

Agile: In the Shooting phase the Phantom may divert some of the energy from its weapons to its legs, so it can either:

fire all available weapons as normal
fire a single primary weapon and move an extra 2D6"
fire no primary weapons at all and move an extra 3D6"

Towering Monstrosity: Designed solely for use against long range targets, the Phantom Titan's carapace weapons cannot be inclined to fire at a foe who is close to it. Its carapace weapons therefore cannot target an enemy unit within 12" of the Phantom Titan.

Spirit Guides: The Phantom Titan's wraithbone core is inhabited by ancient spirits which aid and guide the Eldar Steersman in battle. If the Phantom Titan suffers a Driver Stunned or Gun Crew Shaken result, these may be ignored on a D6 roll of 3 or more.

Phantom D-cannon: The Distortion Cannon uses the Eldar's sophisticated knowledge of warp technology to create a rift of seething warp energy. A D-cannon's attacks bypass power fields and void shields.

WEAPONS	RANGE	STR	AP	SPECIAL
Phantom Pulsar	120"	D	1	Heavy 4, 5" Blast, Primary Weapon
Phantom D-cannon	72"	D	2	Ordnance 1, 10" Blast, Barrage, Primary Weapon, D-cannon*
Phantom Missile Launcher	12"-48"	8	3	Heavy 4
Phantom AA Launcher	12"-48"	7	3	Heavy 4, AA mount
Phantom Starcannon	12"-48"	6	2	Heavy 4
Pulse Laser	12"-48"	8	2	Heavy 2

**Inflicts D3 rolls on the Super-heavy Damage chart per hit inflicted.*

Apocalypse

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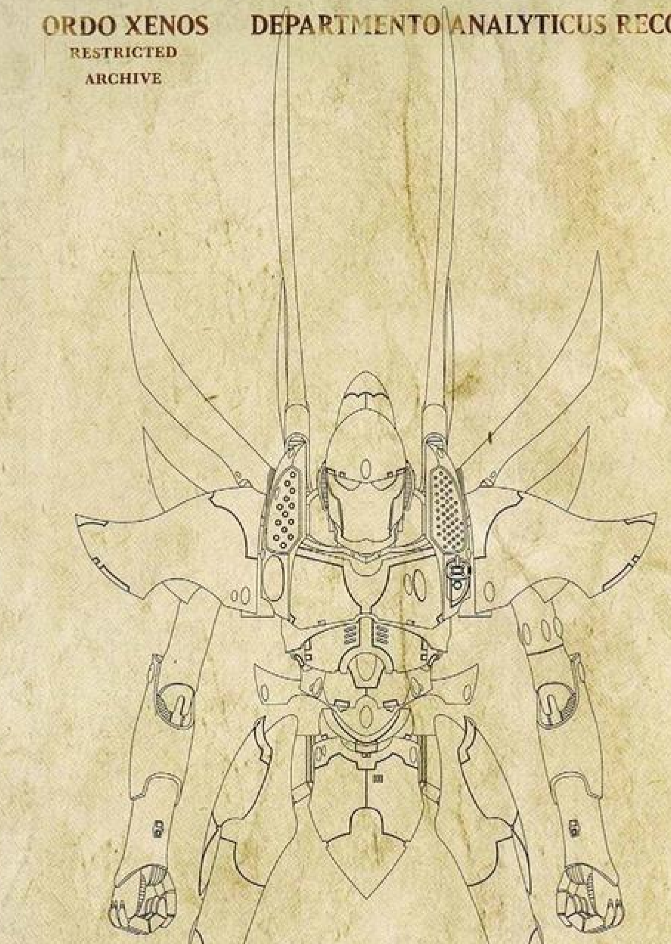

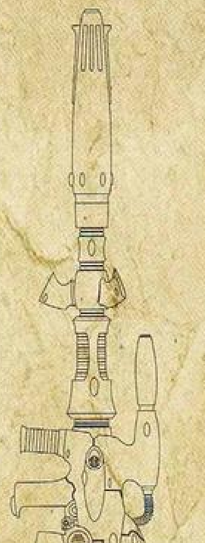

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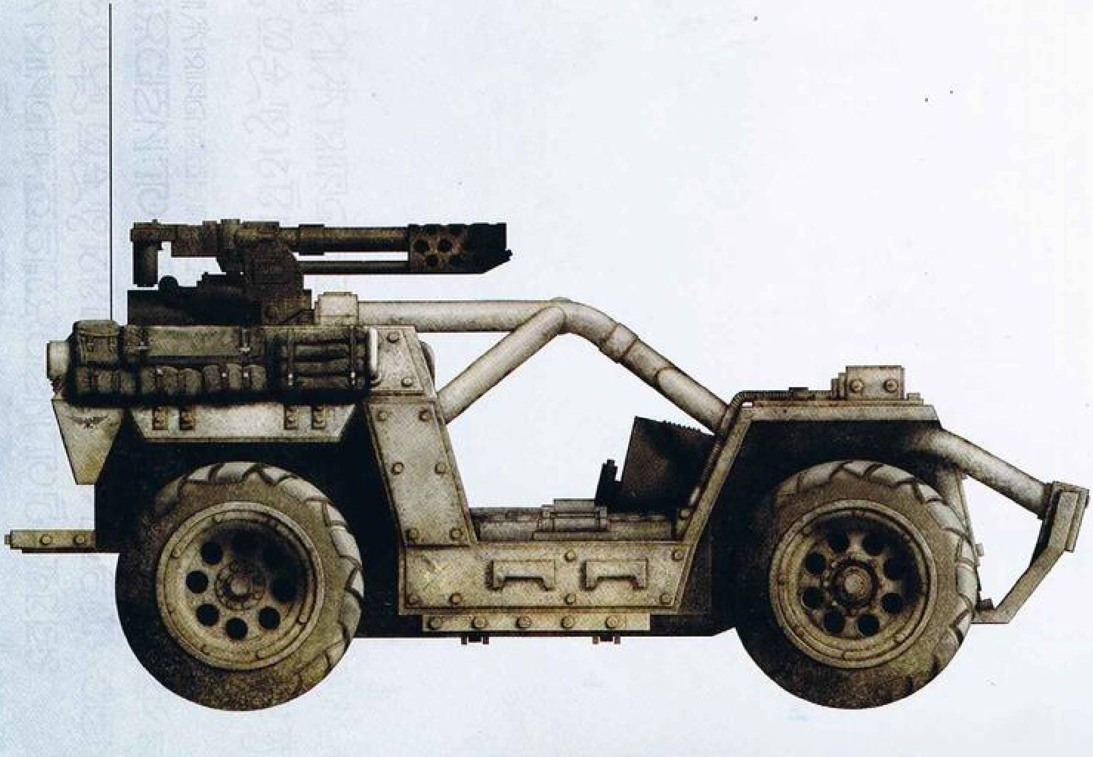
THE DOOM OF MYMEARA CAMPAIGN



Tauros Rapid Assault vehicle armed with heavy flamer. 226th Drop Troop Regiment, 4th Squad. Destroyed during engagement with retreating Mymeara Howling Banshee squad.

THE DOOM OF MYMEARA CAMPAIGN

The following section is arranged as a campaign to let you and your friends re-enact the Battle for Betalis in your own exciting tabletop battles of Warhammer 40,000. This is done by fighting a series of linked battles with the overall balance of wins and losses determining the victor. This is intended to be used as a framework, rather than an exclusive set of rules, and you and your gaming group can add to and embellish it as you wish.

THE STRUCTURE OF THE CAMPAIGN

The Mymeara campaign is fought in a 'faction' format between two sides (or teams): the Imperium and the Eldar. Each player should choose one of these sides to be part of for the campaign (and of course have a relevant army to play with).

The campaign has two rounds, the first involving the initial Eldar assaults and the second the battles of the war.

Each of these rounds is based around playing games. For each win, loss or draw, each game will gain the player's side a particular number of Campaign Points (or CPs) appropriate to the mission played (see the Campaign Missions table below).

The number of games played each round should be equal to double the total number of players involved in the campaign*. If you are after considerably longer campaigns you can go for three times or more, as desired.

***Note:** *Because of this, in practice, the number of players 'per side' in the campaign doesn't actually have to be equal, and different kinds of games can be played. An odd number of players just means that the side with the fewer players is going to end up having to play more games per player. Also, you can have 'guest' players who just drop in and play 'pick-up' games during the campaign, so long as their results are logged correctly.*

The total number of Campaign Points garnered from each side's wins, losses and draws in each particular phase should be tallied at the end of the first round, with the winner at this interim stage gaining an advantage for the second round (see the Campaign Missions Table) At the start of the second round, the Campaign Points counter is reset to 'zero' again for both sides and the contest begins again.

The overall winner of the campaign is decided by the results of the second round, with either the Eldar victorious in having destroyed and distracted the Imperial forces, or the Imperium victorious having shattered the remaining forces of Mymeara and its allies, dooming the Craftworld to a lingering death as the price for their plan to resurrect the Phoenix Lord.

APPROPRIATE FORCES

Although the campaign can be fought with just about any forces in effect, if you wish to confine yourself to the narrative of the story, the following army lists should be used to select the forces involved:

Imperium: *Codex Imperial Guard, Codex Space Wolves*, Imperial Guard Armoured Company (see *Imperial Armour Volume 2*), Elysian Drop Troops Regiment (see *Imperial Armour Volume 8*)

Eldar: *Codex Eldar*, Eldar Corsairs (see pages 156-172).

CAMPAIGN MISSIONS TABLE

Either roll to determine which mission to play, or alternately pre-arrange either a special mission for the round (worth 3 Campaign Points) or an Apocalypse game (worth 2 Campaign Points).]

D6	Mission Type/Deployment	Campaign Points for victory
1-3	Seize Ground/Spearhead	1
4	Annihilation/Pitched Battle	2
5	Capture and Control/Dawn of War	2
6	Annihilation/Spearhead	3

SPECIAL SCENARIOS

Also included within this section of this book are five new unique scenarios, each one corresponding to a particular event in the epic story of the battle. The use of these scenarios is entirely optional, but victory in them will give a particular side a boost to their Campaign Points for the phase and may prove decisive. No special scenarios should be played more than once per campaign, so in a campaign where there are lots of players per side, you can either waive this restriction or work out in advance which particular players get to fight for it (with each side selecting their champion, so to speak).

Scenarios 1 and 2 are appropriate for the first round, while scenarios 3-5 are appropriate for the second round.

FIRST ROUND VICTORY BONUSES

Eldar: If the Eldar win the first campaign round, then they have a +1 bonus to their Reserve rolls in the second round.

Imperium: If the Imperium wins the first campaign round, then they may re-roll any rolls of a 1 to hit with their heavy weapons in a single nominated turn of any game.

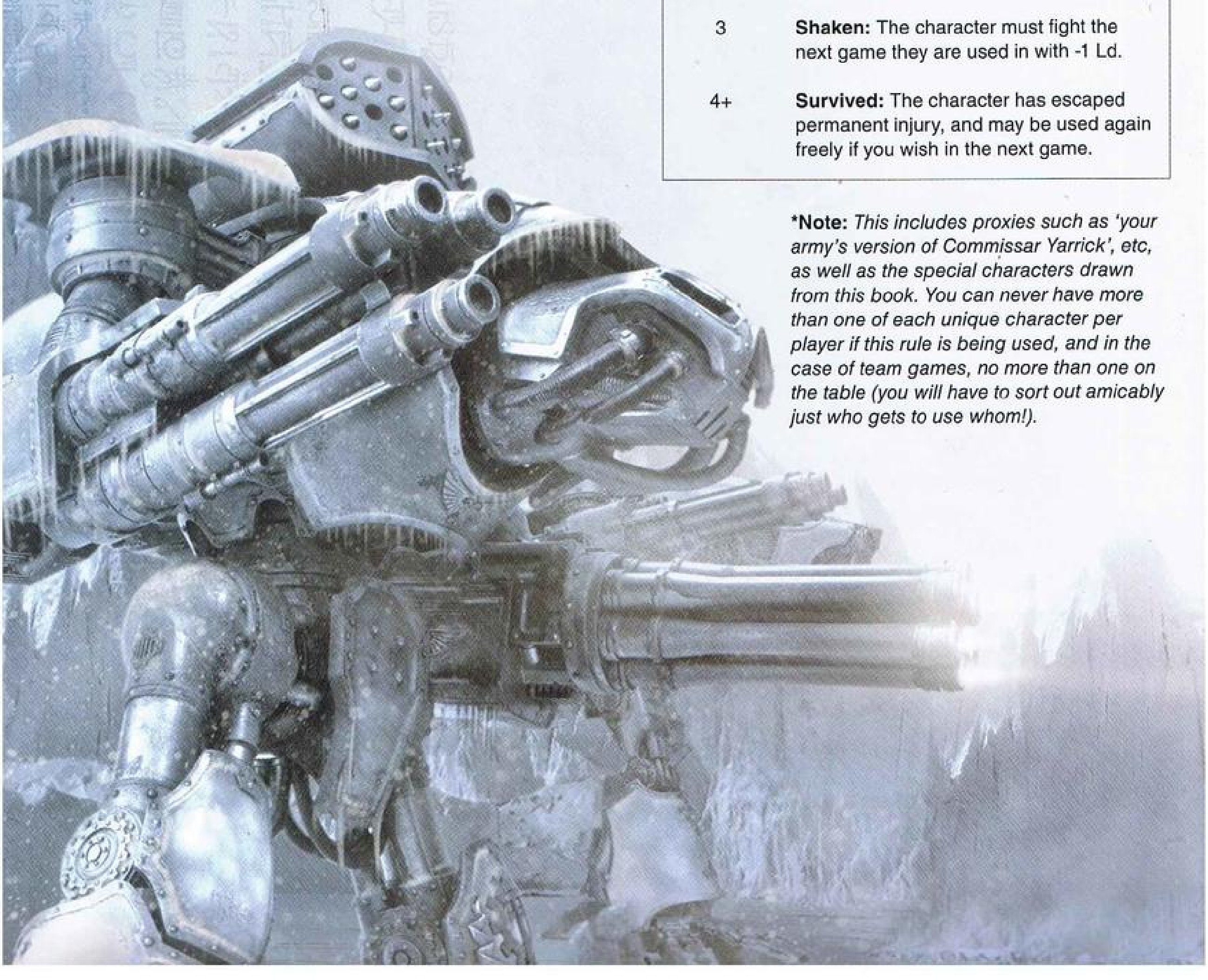
OPTIONAL RULE - SPECIAL CHARACTERS

When playing campaign games, one extra exciting element can be determining the fate of a particular special character between games; have they fallen, never to rise again, or will they be back with a vengeance?

If a unique named special character* is removed as a casualty during a campaign game (this includes falling back off the board, etc) after the game has concluded, roll a D6 for the character and consult the following table. If you won the game, add +1 to the roll.

D6	RESULT
1	**Casualty:** The character may not be used again in this campaign phase.
2	**Wounded:** The character must start the next game they are used in with one wound fewer than normal (to a minimum of 1).
3	**Shaken:** The character must fight the next game they are used in with -1 Ld.
4+	**Survived:** The character has escaped permanent injury, and may be used again freely if you wish in the next game.

***Note:** *This includes proxies such as 'your army's version of Commissar Yarrick', etc, as well as the special characters drawn from this book. You can never have more than one of each unique character per player if this rule is being used, and in the case of team games, no more than one on the table (you will have to sort out amicably just who gets to use whom!).*



SCENARIO 1

ENCOUNTER AT RELAY STATION 849/X

This is a variant of a Standard Warhammer 40,000 mission.

OVERVIEW

Eldar Corsairs attacked lightly defended outposts and relay stations on Betalis III prior to the arrival of the war hosts of Craftworlds Mymeara and Alaitoc. Their objective was to destroy the ice world's global surveillance network and overstretch its small planetary defence force. This mission represents a raid by the Eldar upon a relay station that has already been reinforced by Guardsmen from the Cadian 6th Armoured Regiment in response to their earlier attacks.

FORCES

Imperium: 1,000 points chosen from the *Codex Imperial Guard*, no more than two vehicles with the Tank type may be chosen in the force.

The Eldar: 1,500 points chosen from either *Codex Eldar* or the Eldar Corsairs army list on page 156-172.

SET-UP

This mission uses a 6' x 4' playing area divided into quarters (see below). The terrain should be set up to represent sparse tundra or ice fields. In addition, the Imperial player may set up one quarter of the table to represent either a defended industrial facility, relay station or guard post (If you have a Forge World Realm of Battle Imperial Strongpoint this is perfect as a core for this area). In this table quarter the Imperial player may place up to six defence lines or similar emplacements (providing a 4+ cover save) and two sentry guns (either quad interceptor auto cannon or single interceptor lascannon) or two Tarantula systems at no points cost.

SPECIAL RULES USED

Reserves, Night Fight (1st turn only), Deep Strike, Infiltrators, Variable Game Length (roll from turn 4 onwards).

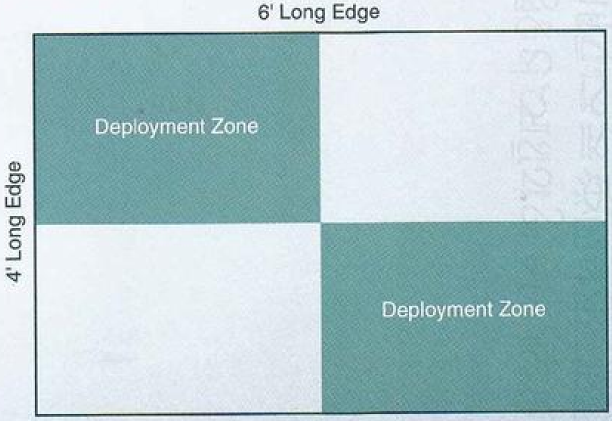
DEPLOYMENT/START

The table quarter chosen by the Imperial player is their deployment zone; the table quarter opposite to this is the Eldar deployment zone. Additionally, from the third turn onwards, Eldar reserves may enter play from any table edge other than that of the Imperial quarter.

The Imperial player deploys first, the Eldar player second. The Eldar player has the first turn unless the Imperial player can steal the initiative.

VICTORY CONDITIONS

At the end of the game, the force with the greater number of scoring units within the defended table quarter is the winner. Alternately, as soon as one side has no viable scoring units remaining, their opponent has won.



SCENARIO 2

THE BATTLE AT ALNITAC

This is a variant of a standard Warhammer 40,000 mission which uses elements of Warhammer 40,000 Apocalypse.

OVERVIEW

The Bregan Glacier was a key strategic location for both sides during the Battle for Betalis III as it overlooked the approach to the Tarandor Isthmus, the land bridge connecting Port Ryira to the rest of the eastern continent. The site of the first major land battle of the war, neither side retained control of the glacier and both would suffer catastrophic losses in the explosion that ripped the Alnitac chemical refinery and the glacier apart. This mission reflects a point in the battle where Eldar Rangers have pinned down the Guardsmen manning the heavy weapons platforms near to the Alnitac refinery and the Imperium's attempts to break through their lines using the advantage of their heavy armour.

FORCES

Imperium: 2,000 points chosen from the *Codex Imperial Guard*. In addition up to 1,000 points worth of Imperial Guard super-heavy tanks and flyers may be chosen (Note that at this stage of the story the Titans have not yet landed on the planet).

The Eldar: 2,000 points chosen from either *Codex Eldar* or the Eldar Corsairs army list on pages 156-172. In addition up to 1,000 points of Eldar Super-heavies and flyers may be chosen.

SPECIAL RULES USED

Reserves, Deep Strike, Infiltrators, Super-heavy Vehicles and Flyers (Apocalypse).

SET-UP

This mission uses a 6' x 4' playing area divided into four sections (see below). The two sections with a narrow table edge are the two deployment zones for the game. The terrain for the game should be set up to reflect a rocky pass with a rough corridor running the width of the table left devoid of terrain. The two sides roll to determine their choice of deployment zones, the loser taking the remaining deployment zone.

DEPLOYMENT/START

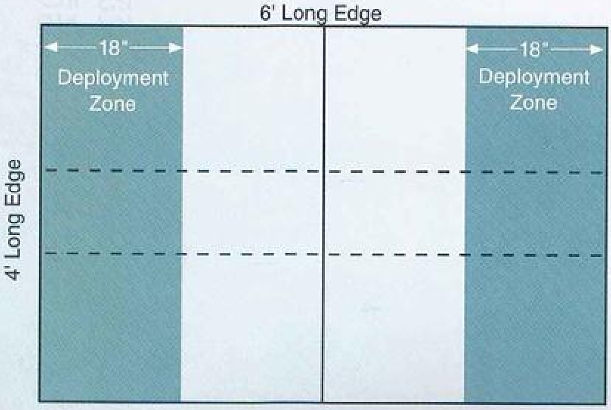
Each side must choose half of their number of units to place in reserve at the beginning of the game. The side which chooses their deployment zone deploys first, and their opponent deploys second. Roll off to determine which side goes first.

VICTORY CONDITIONS

Imperial: The Imperium's goal is to force a path through the blocking Eldar forces. As a result, for every mobile vehicle or scoring unit they have in the Eldar deployment zone at the end of the game they gain three Victory points.

Eldar: The Eldar's objective is to attack and contain the Imperial force. Therefore for every Imperial unit they have destroyed they gain a single Victory point.

The game lasts for six turns, at the end of which the side with the highest number of Victory points is the victor.



SCENARIO 3

THE ALACIAN PLAINS

This mission is a small Warhammer 40,000 Apocalypse mission with a restricted force selection.

OVERVIEW

The invasion of the third planet in the Betalis system by the Eldar war hosts was undertaken with the sole objective of resurrecting the Phoenix Lord, Irillyth, who had fallen in battle there many centuries before. Whilst its armies engaged the armoured might of the Imperium, the Mymearan Farseer and his cadre were able to slip past undetected and reach the cave below the Aresta IV mine where Irillyth's remains lay. This mission represents the mass battle of armour over the ice fields which, unbeknownst to the Imperium, was no more than a ruse by their alien foes.

FORCES

Imperium: 3,500 points chosen from across the forces of the Imperium with the proviso that only units with the Tank, Super-heavy Tank, Walker, Skimmer, Super heavy Walker or Flyer unit types may be used.

The Eldar: 3,000 points chosen from across the forces of the Eldar with the proviso that only units with the Tank, Super-heavy Tank, Walker, Skimmer, Super-heavy Walker or Flyer unit types may be used.

GAME LENGTH

The game lasts for five turns.

SPECIAL RULES

Aside from the limits placed on the army selection, the usual rules for Apocalypse games apply.

SET-UP/DEPLOYMENT

This mission uses an 8' x 6' playing area laid out as for a normal Apocalypse game with a No-Man's Land determined as standard (see below). Each side divides their forces and bids for deployment as normal for a game of Apocalypse.

In terms of terrain, this should represent a tundra field populated with rocks, hills and the wrecks of former battles, comprising enough to fill a footprint of about a quarter of the table in total.

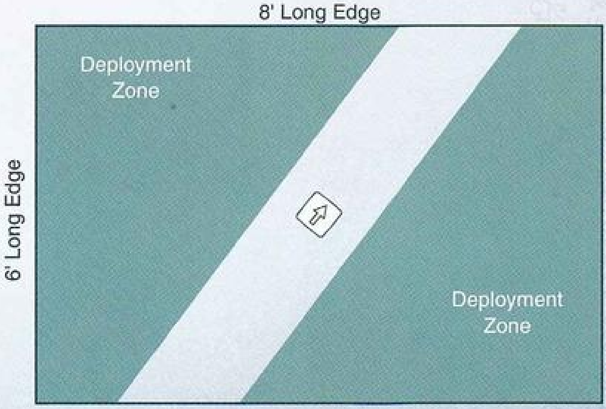
Each side may also pick a single strategic asset.

VICTORY CONDITIONS

The game has three objectives. The first is placed dead centre of the table and the remaining two are placed by the Eldar player within their own deployment zone (representing their control of the area). These objectives may not be placed within 12" of each other or the edge of the table.

All mobile vehicles may claim or contest objectives in this mission.

At the end of the game, the side with the most claimed objectives is victorious.



SCENARIO 4

DEATH IN THE DELTA

This is a variant Warhammer 40,000 mission which uses staged reinforcements and two separate forces involved on each side. Because of this, this mission is suitable as a team game of two players per side, as well as a standard game.

The Eldar's plan to split the Imperium's defence force in two had succeeded. As the big guns of Company Vengeance were engaged by Craftworld Mymeara's armada on the Alacian Plains, an alliance of Craftworld Eldar and Eldar Corsair bands fought a vicious battle against Company Retribution in the Tormus Delta, turning the canyons and crags into a murderous killing ground. The arrival of the Space Wolves of Bran Redmaw's Great Company within the delta undoubtedly prevented the massacre of the Guardsmen of Retribution, and brought an unexpected counter-assault that cost the Eldar dearly. In this mission, the Space Wolves are attacking Eldar strongpoints within the Tormus Delta.

SET-UP/DEPLOYMENT

This mission uses a large 8' by 6' playing area which should be laid out with terrain representing a landscape covered in rocky hills, (multi-level is best), crags, terrain and piles of rubble, with a total footprint covering around a third of the table, distributed roughly evenly in a mutually agreed upon fashion.

Divide the table so that an 'x-shaped' area is marked up dividing up the table, with the arms of the 'x' 12" wide. The four spaces outside the 'x' are this game's deployment zones. Roll off between the sides. The side which wins the roll picks which deployment zone they wish and immediately deploys their first force within this zone as normal. Their opponent must then deploy their first force in the opposite deployment zone.

The Eldar player has the first turn.

GAME LENGTH

The game lasts for seven turns.

FORCES

Imperium: The Imperium has two forces which should be selected from two separate force organisation charts. The first force which should be deployed at the beginning of the game is of 1,000 points in strength. The second force, which begins the game in reserve, is 1,250 points in strength. If you are choosing to play this game narratively, then the first Imperial force should be comprised of Imperial Guard, while the second should be Space Wolves.

Eldar: The Eldar have two forces which should be selected from two separate force organisation charts. The first force which should be deployed at the beginning of the game is of 800 points in strength. The second force which begins the game in reserve is of 1,250 points in strength. If you are choosing to play this game narratively, the first choice should be chosen from Codex Eldar, while the second reserve force should be chosen from the Eldar Corsair army list found on page 156-172.

SPECIAL RULES

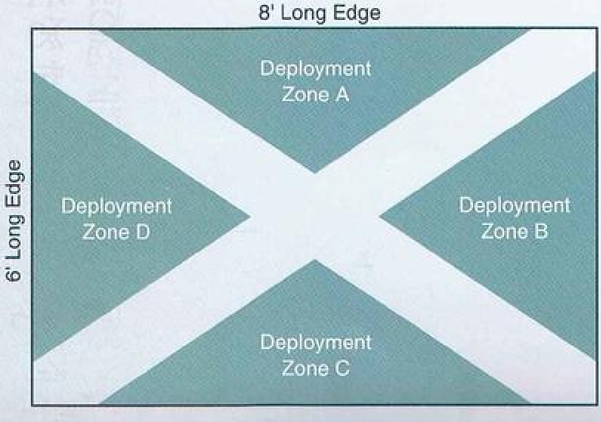
Deep Strike, Infiltrators.

Reserves (modified): Each side rolls for the elements of their reserve force to arrive from the second turn onwards. Reserves may arrive from any table edge. On the fourth turn, all remaining reserves arrive, regardless of dice rolls.

VICTORY CONDITIONS

This uses a modified form of the Kill Points rules found in the *Warhammer 40,000 rulebook*. In this mission, destroyed vehicles, monstrous creatures and infantry squads are worth 2 Kill points each, immobilised vehicles and infantry units reduced to half or less their starting number of models at the end of the game are worth 2 Kill points each, and slain Independent characters are worth 3 Kill points each.

At the end of the game, the side with the most Kill points is victorious.



SCENARIO 5

ESCAPE FROM THE DEPTHS

This a variant Warhammer 40,000 battle mission whose single objective is the escape (or its prevention) of the newly revived Eldar Phoenix Lord Irillyth.

The noble sacrifice of the Eldar who died in the 'Battle for Dawning Twilight', as their people would come to refer to the invasion of the Imperial world of Betalis III, was not in vain as Irillyth, the Shadow Spectres Phoenix Lord, was restored once more to his people. His return to the Mymearan Craftworld however was nearly thwarted by the quick thinking actions of an Inquisitor-lord on the planet. This mission represents the final conflict of the war, the escape of the Phoenix Lord from the Aresta IV forge chamber – an event only recorded in the most highly classified Inquisitorial files.

FORCES

Imperium: The Imperium has a force of 1,200 points available, which may not include models with the Tank or Skimmer types. This force should be chosen from *Codex Imperial Guard* and may also include an Ordo Xenos Inquisitor and their retinue chosen from *Codex Grey Knights*.

Eldar: The Eldar force comprises of the Phoenix Lord Irillyth (see page 142) and 800 points of Craftworld Eldar or Eldar Corsairs, and in either case, in this mission, Eldar Shadow Spectres may be taken as Troop choices in this force.

SET-UP/DEPLOYMENT

This mission uses a 6' X 4' playing area, which represents an enclosed cavern used by the Imperium as a central chamber in a mining complex. Terrain should be placed on the table representing industrial machinery, containers, empty mining vehicles, gantries and piles of spoil and rubble. Sufficient terrain should be used to cover around a third of the table in footprint, and it may be placed by the Imperial player as they wish on the table, with the proviso that each piece of terrain should be placed and then 'scattered' D6" before deployment, by using a Scatter dice to determine direction. On the result of a 'hit' symbol, the terrain remains where it is.

The table is divided lengthways into four areas, the end zones being the deployment zones for the game.

The Imperial player selects one of the deployment zones as theirs; the remaining zone is that of the Eldar player.

The Imperial player sets up their entire force within their deployment zone first, then the Eldar player deploys their entire force in their deployment zone.

The Eldar player has the first turn.

GAME LENGTH

The game lasts for six turns or until Phoenix Lord Irillyth as escaped or has been slain (see Victory Conditions).

SPECIAL RULES

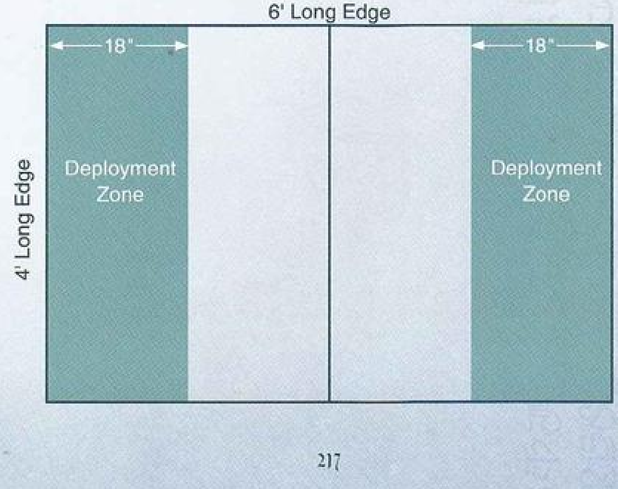
The rules for Night Fighting are in effect for the entire game. The rules for infiltrators, Deep Striking and Reserves may not be used (despite any special rules any models have to the contrary; in this case they are over-ridden).

Enclosed Battlefield: Only the table edge of the Imperial player's deployment zone is counted as a table edge, all other table edges are instead treated as impassable terrain. Fleeing Eldar troops retreat towards their deployment zone and are destroyed if they flee into their back table edge.

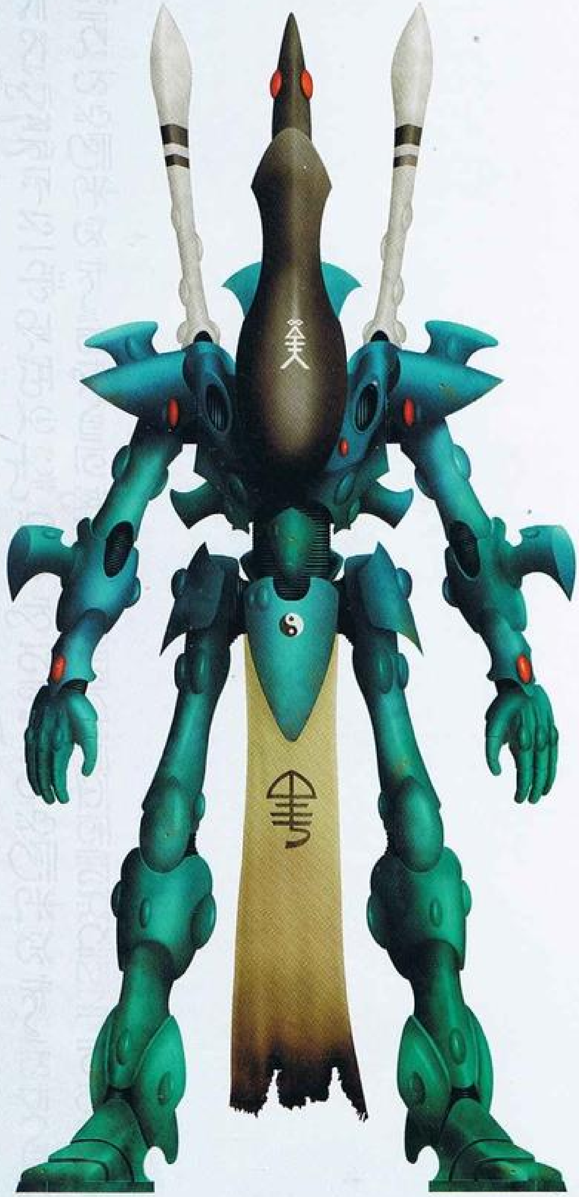
Deadly Ground: Any model wishing to run (or use the Fleet rule) must take a Dangerous Terrain test every time they do so.

VICTORY CONDITIONS

In this mission victory is won by the Eldar by Phoenix Lord Irillyth leaving via the Imperial rear table edge (which he may move across normally) by the end of turn 6. On any other result or if he is slain, the Imperium has won.



APOCALYPSE FORMATIONS



Eldar Wraithlord War Construct. This example was encountered during the ambush at Alnitac and bears the livery of Craftworld Mymeara. It was destroyed there by the combined fire of Praetor Detachment 11-17, Cadian 6th Armoured Regiment.

WOLVES OF THE REDMAW

POINTS: 25 + MODELS

Amongst the twelve Wolf Lords of the Space Wolves Chapter, Bran Redmaw has a great fondness for the company of Fenrisian Wolves. His own hall is littered with the creatures, and they join him when he goes to battle. Often he prefers to lead the wolves rather than his battle brothers. This is because in the heat of battle Bran can transform into the Redmaw, a savage wolf beast of monstrous size. He is not alone within his great company in being afflicted by the Curse of the Wulfen.

Space Wolves that have succumbed to the Wulfen are shunned by most of the Chapter, but Bran Redmaw's Great Company is unique, harbouring a few of them within their ranks and making good use of these savage shock troops in battle. The Wulfen within their ranks is a grim secret of Redmaw's Company, known only to Logan Grimnar and his closest advisors (but in truth suspected by many others). The day may come when they must be purged from the Chapter's ranks, but whilst Bran and his tainted brothers remain loyal warriors in firm control of their affliction, they are tolerated by the Great Wolf.

Apocalypse Formation

WOLF GUARD BATTLE LEADER & GREY HUNTERS SQUAD IN LAND RAIDER

GREY HUNTERS SQUAD IN LAND RAIDER

GREY HUNTERS SQUAD IN LAND RAIDER

FORMATION

- Bran Redmaw or Wolf Guard Battle Leader
- 2-4 Grey Hunters Packs
- Each Grey Hunters Pack must be mounted in a Land Raider, Land Raider Crusader or Land Raider Redeemer.

SPECIAL RULES

Strike Force: All models within the formation must deploy within 12" of the Redmaw or the Wolf Guard battle leader leading the formation (or the vehicle transporting them.) While within this range all Grey Hunters packs in the formation have the Furious Charge special rule.

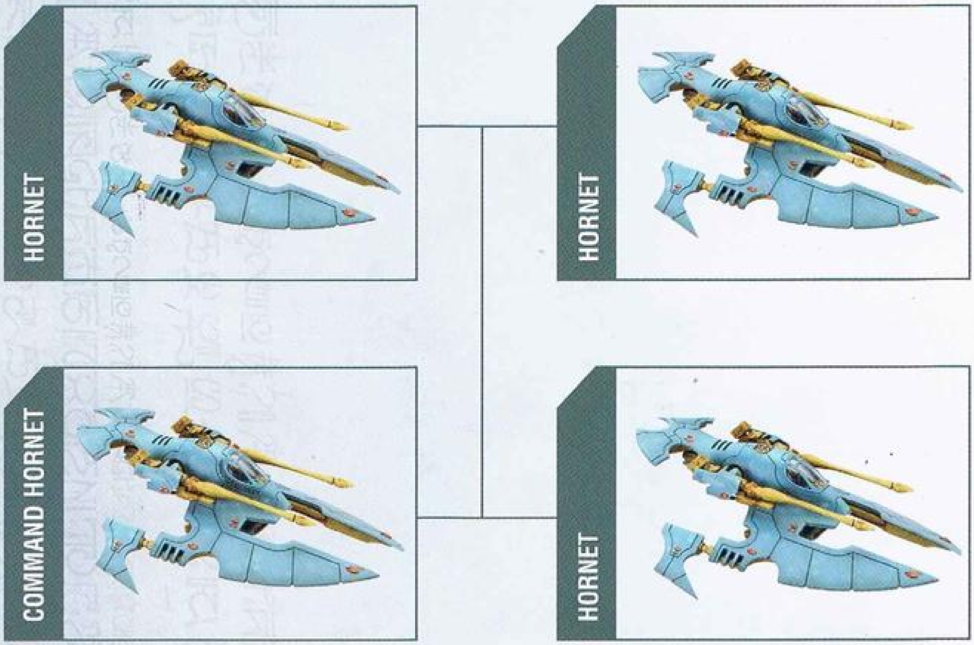
Prey Drivers: Redmaw's wolves prefer to encircle their prey, herding them into a killing zone before attacking from many directions at once. Units in the formation are subject to the Rage special rule when within 12" of the enemy.

SENTRIES OF THE VOID PATH

POINTS: 75 + MODELS

The labyrinthine tunnels of the webway are very complex and, whilst many routes are forgotten, lost or have been breached by the warp, it remains the Eldar race's principal means of interstellar travel. Some passageways are huge, large enough to carry entire spacecraft, and others are smaller, whilst there are a myriad of side passages, dead ends and tunnel mazes which now lead nowhere. Around former Eldar colonies there can be tens of thousands of smaller passages, and thousands of individual portals, which once allowed the Eldar to move around a planet with ease.

Apocalypse Formation



FORMATION
– 3-9 Hornets

SPECIAL RULES

Strike Force: All the models in the Sentries of the Void Path must be deployed within 12" of the Webway Portal, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Webway Portal

Command Vehicle: One Hornet in the formation must be designated as the Command vehicle. All Hornets in the formation must be deployed within 12" of this Command vehicle or, if coming on from reserve, they must enter the table within 12" of the point entered by the Command vehicle.

Webway Portal: The webway portal should be placed anywhere within the Eldar player's deployment zone just like other Eldar units. If the Sentries of the Void Path are arriving from reserve (ie, newly opening the portal), the webway portal may be placed anywhere on the table using the Deep Strike special rules. Once the webway portal is in place, position any of the formation's units within 6" of it.

In addition, any other Eldar units arriving from strategic reserve can now enter the table via the webway portal instead of their own table edge. When an Eldar unit arrives place it within 6" of the webway portal.

SPIRIT HOST OF THE LOST

POINTS: 50 + MODELS

Only the spirits of the greatest Eldar warriors have the strength to leave their Craftworld's Infinity Circuit and animate its towering wraithbone constructs. In times of direst need, a long dead Eldar Warlock may also leave the safety of its spirit-sanctuary, which shields it from the predations of She Who Thirsts, to become a Wraithseer, the war-leader of the Spirit Host.

Each Eldar soul within the Spirit Host was once a consummate warrior with hundreds, if not thousands, of years of experience leading its brethren into battle. Heavily armoured and armed with the most advanced Eldar technology, including distortion cannon, the presence of the Spirit Host represents the might of the once glorious Eldar race when its empire stretched far across the galaxy.

On their own, the Wraithguard and Wraithlords are powerful weapons in themselves for a Eldar war host to wield, but have at best a tenuous link to the mortal plane, making them difficult to control and unpredictable. When led by a Wraithseer, their connection to this realm is significantly strengthened and can also reinvigorate the resolve of the mortal Eldar warriors fighting alongside them, giving them hope where they once feared there was none.

A Spirit Host is capable of swaying the outcome of a battle in a Craftworld's favour, but they are only called forth as a last resort. For if any of its warriors are destroyed then not only does the Craftworld finally lose their soul to the Great Enemy Slaanesh, but the destruction of the wraithbone constructs the spirit-warriors inhabit is a terrible loss too. For once they are gone, most will not be replaced as there are few Eldar living now capable of creating such precious spirit-vessels.

WRAITHLORD
WRAITHSEER
WRAITHLORD
WRAITHGUARD
WRAITHGUARD

Apocalypse Formation

FORMATION
- 1 Wraithseer
- 2+ Wraithlords
- 2+ Wraithguard units

SPECIAL RULES

Strike Force: All the models in the Spirit Host of the Lost must be deployed within 12" of the Wraithseer, or, if coming on from reserve, they must enter the table within 12" of the point entered by the Wraithseer.

Living Ancients: The revival of a Spirit Host is a great event for the Eldar, reinvigorating their determination to fight and avenge the spirits of the long dead. Every Eldar unit within 12" of a Spirit Host unit is Fearless.

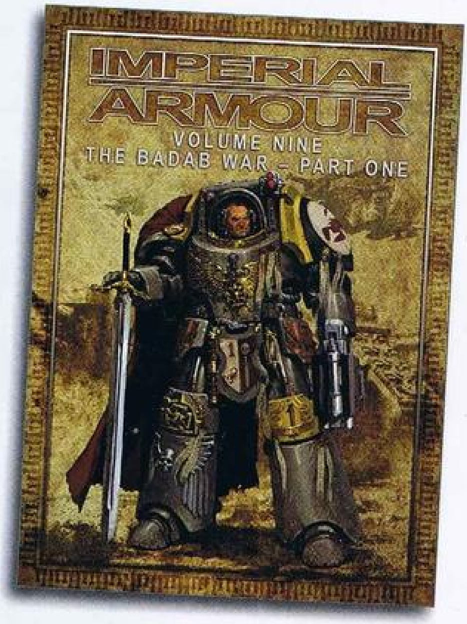
Paths of the Webway: Even after their long sleep the Spirit Host retains a detailed knowledge of their Craftworld and the paths of its webway. They can use this knowledge to quickly get into position to outflank the enemy, emerging as if from nowhere to attack without warning. If the Eldar player wishes, the Spirit Host of the Lost have the Flank March strategic asset. Alternatively, they may deploy with the rest of the Eldar army as normal.

IMPERIAL ARMOUR™

IMPERIAL ARMOUR - THE BADAB WAR

IMPERIAL ARMOUR – VOLUME NINE

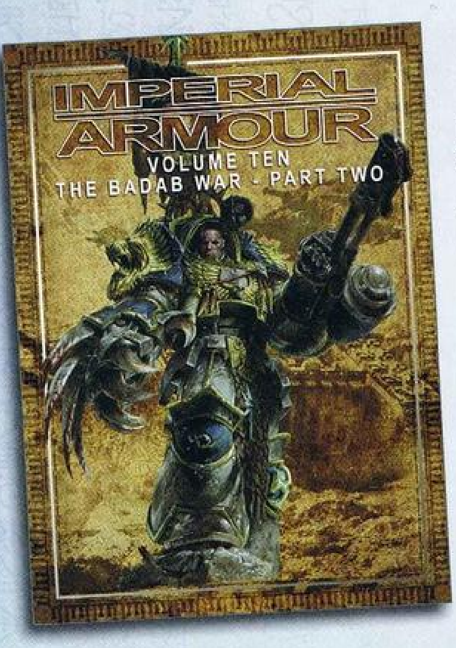
THE BADAB WAR - PART ONE



Civil war wracks the Imperium and the Maelstrom Zone is steeped in blood as the pride and ambition of one man, Lugft Huron, Master of the Astral Claws Space Marines and self-styled Tyrant of Badab, turns brother against brother in deadly conflict.

The year is 903.M41 and Lugft Huron declares the secession of his domains from the Imperium, taking with him four entire Chapters of the Adeptus Astartes into rebellion. The scene is set for an epic clash of arms between Space Marines, loyal and secessionist, that will see armies crushed, fleets shattered and entire worlds reduced to lifeless cinders in one of the most dangerous internecine conflicts the Imperium has known in a thousand years.

History will call Lugft Huron a madman and a traitor, and condemn him as a pawn of Chaos or an alien puppet, but history is written by the victors, and in the grim darkness of the far future, the truth is seldom so simple...



IMPERIAL ARMOUR – VOLUME TEN

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Savage war rages throughout the Maelstrom Zone. The pride and ambition of Lugft Huron, the Tyrant of Badab, has plunged a score of worlds into bloodshed and horror, and the Badab Secession has become the most infamous Space Marine civil war of the age. Inside this book, the second volume in Forge World's two-part exploration of the infamous Badab War, you will find for the first time a detailed account of the apocalyptic conclusion of the story of the conflict, and the price the Imperium pays to dethrone the Tyrant it has created.

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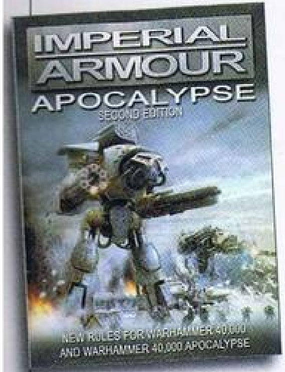
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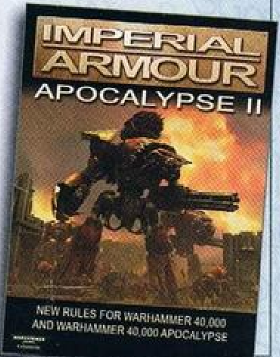
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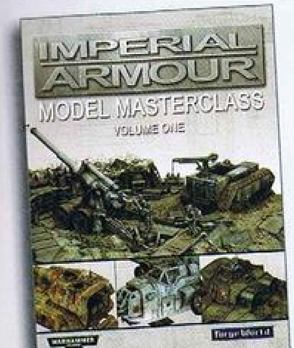
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IMPERIAL ARMOUR MODEL MASTERCLASS

VOLUME ONE

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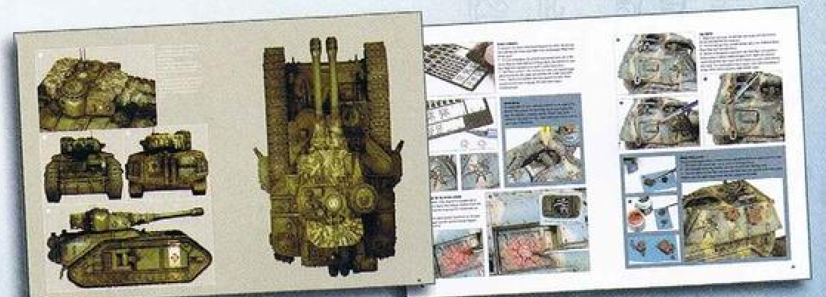

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THE DOOM OF MYMEARA

Betalis III, part of the galaxy spanning empire of Mankind, is under attack from three massive Eldar war hosts. Their reasons for attacking the lightly populated ice world are as yet unknown, but Myndoras Odon, general of the Cadian 6th Armoured regiment, is intent on the Eldar's destruction. Wielding the might of three Imperial Guard regiments and joined by Bran Redmaw's Great Company and Titans from the Legio Gryphonicus, the Eldar may soon regret invading Betalis III.

Inside this book you will find a detailed account of the incursion by the Eldar of Craftworld Mymeara, Craftworld Alaitoc and its Corsair kin, and background and rules for all the main protagonists, as well as profiles for new special characters, vehicles, flyers, the colossal Eldar Phantom Titan and a new Eldar Warrior Aspect, the Shadow Spectres.

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